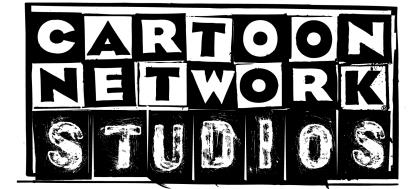




Date 01/03/11

# “Thank-you” 1008-063 Network Pitch



Board Team Final

Creators Pass

Network Approval

Recording/Standards Board

Revisionist Pass

Animatic Scan Board

Pre-Animatic Slug Board

Conformed to Animatic Board

Final

Adventure Time Created by  
Pendleton Ward

Creative Director  
Cole Sanchez

Storyboard by  
Thomas Herpich

# ADVENTURE TIME



Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

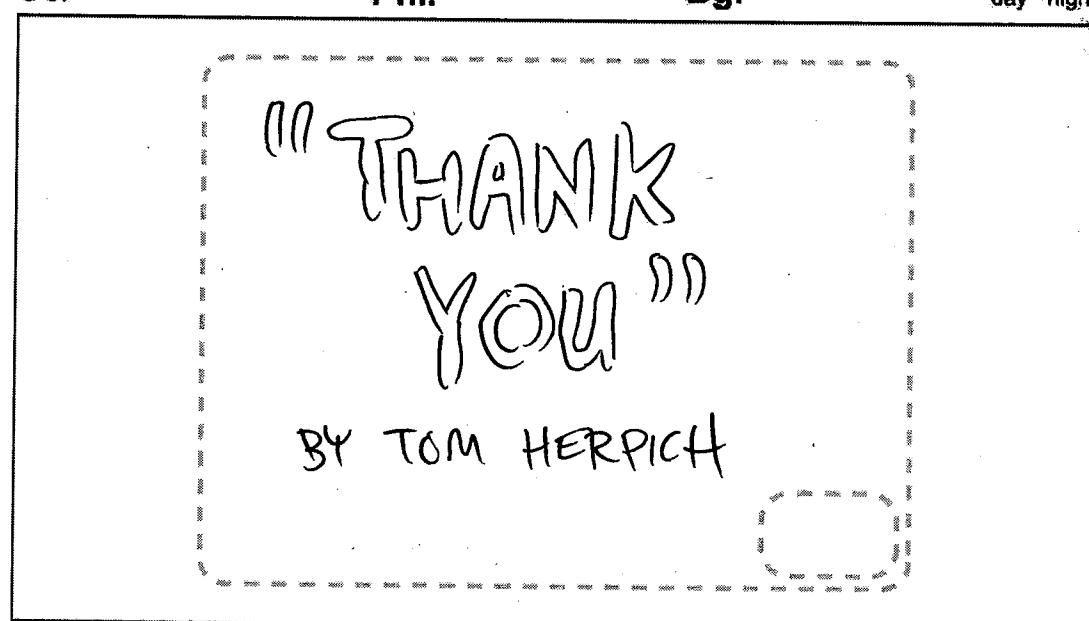
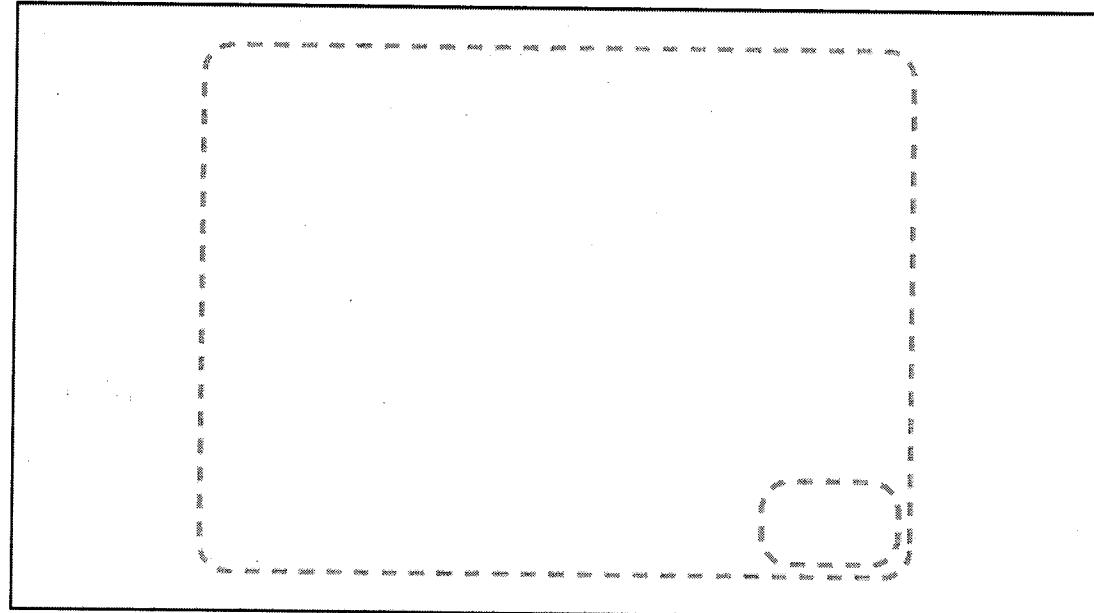
Bg.

Page \_\_\_\_\_

day night

EPISODE #

698001



Dialog:

Action:

Timing:

Production :

# ADVENTURE TIME



Page 1

Sc.

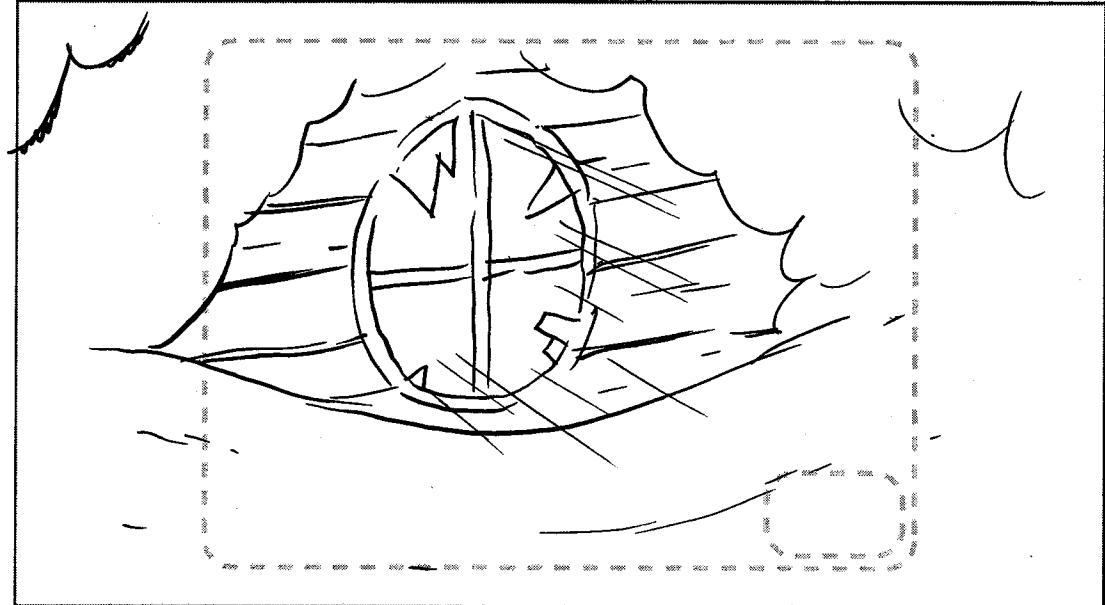
1

Pnl.

A

Bg.

day night



Sc.

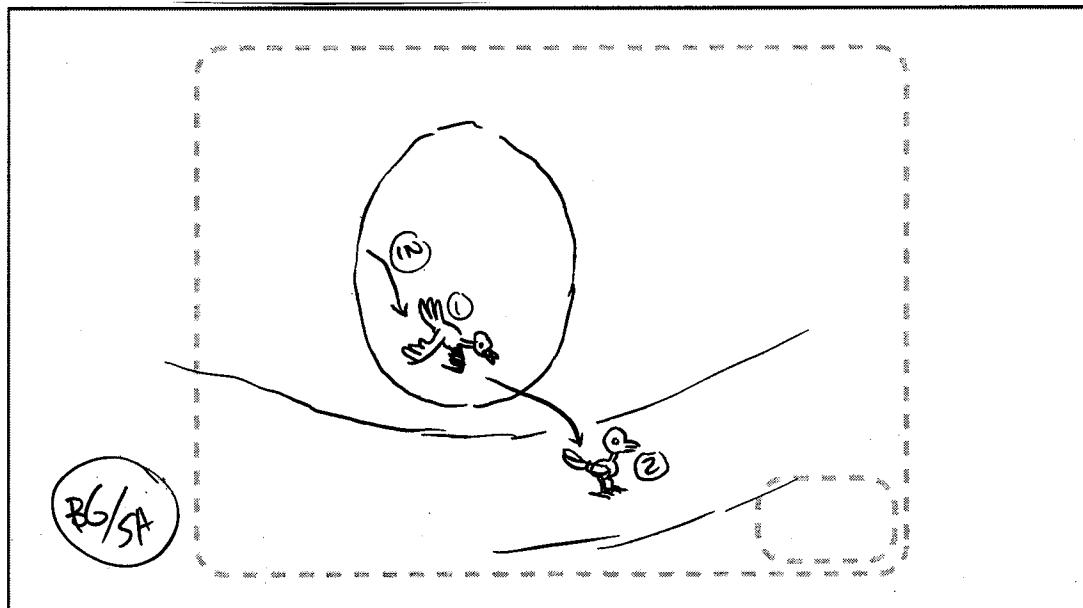
1

Pnl.

B

Bg.

day night



Dialog:

SFX: \* BIRDS CHIRPING \*

Action:

- sun streaming in

Timing:



Production :

EPISODE # 100863

# ADVENTURE TIME



Page 2

Sc.

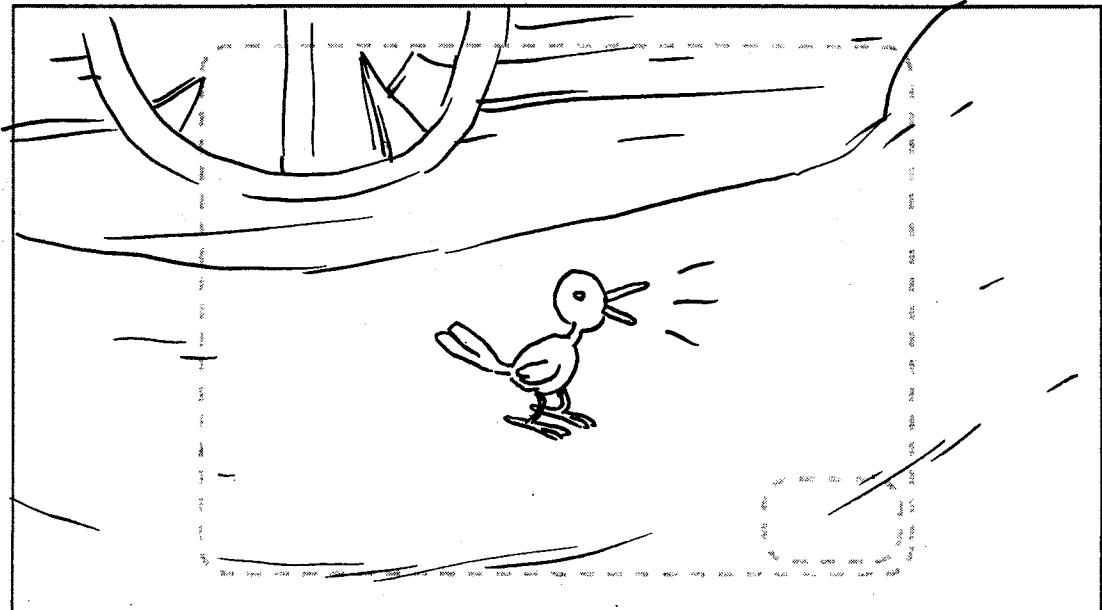
2

Pnl.

A

Bg.

day night



Sc.

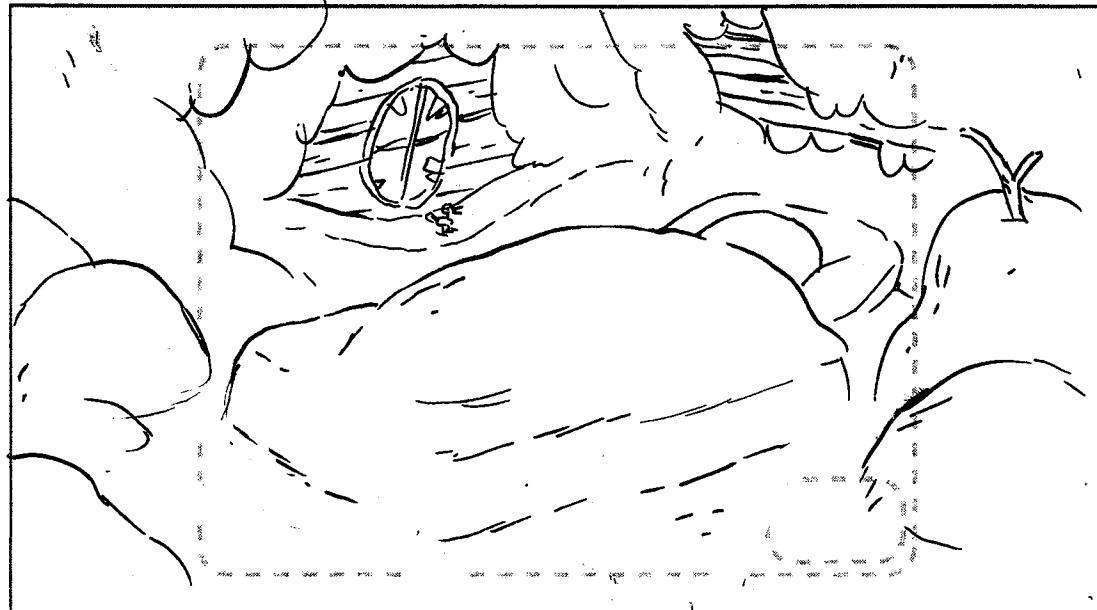
3

Pnl.

A

Bg.

day night



Dialog:

(BIRD) \*clear throat\* beep beep beep beep

(BIRD) (cont.) beep beep beep

Action:

Timing:

Production:

100863

EPISODE #

2

# ADVENTURE TIME



Page 3

Sc.

3P

Pnl.

B

Bg.

day night

Sc.

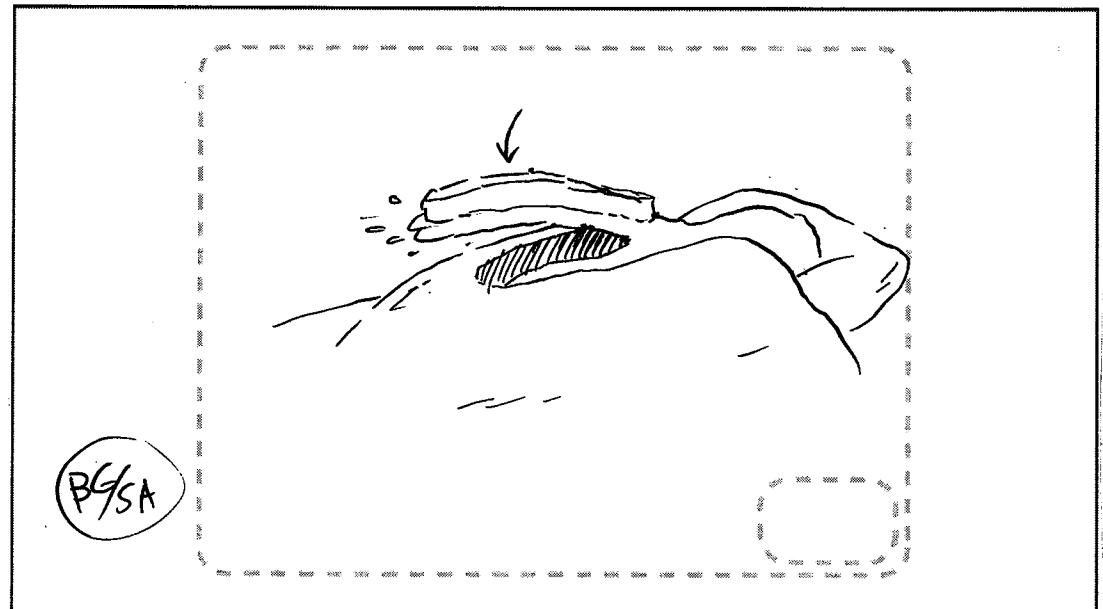
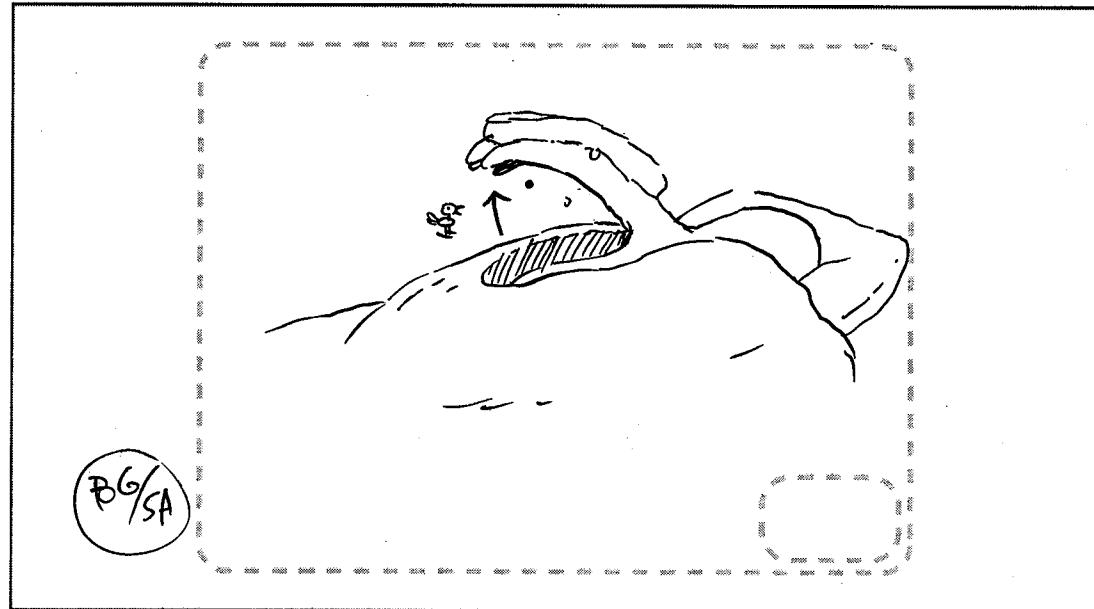
3

Pnl.

C

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE # 100863

# ADVENTURE TIME



Page 4

Sc.

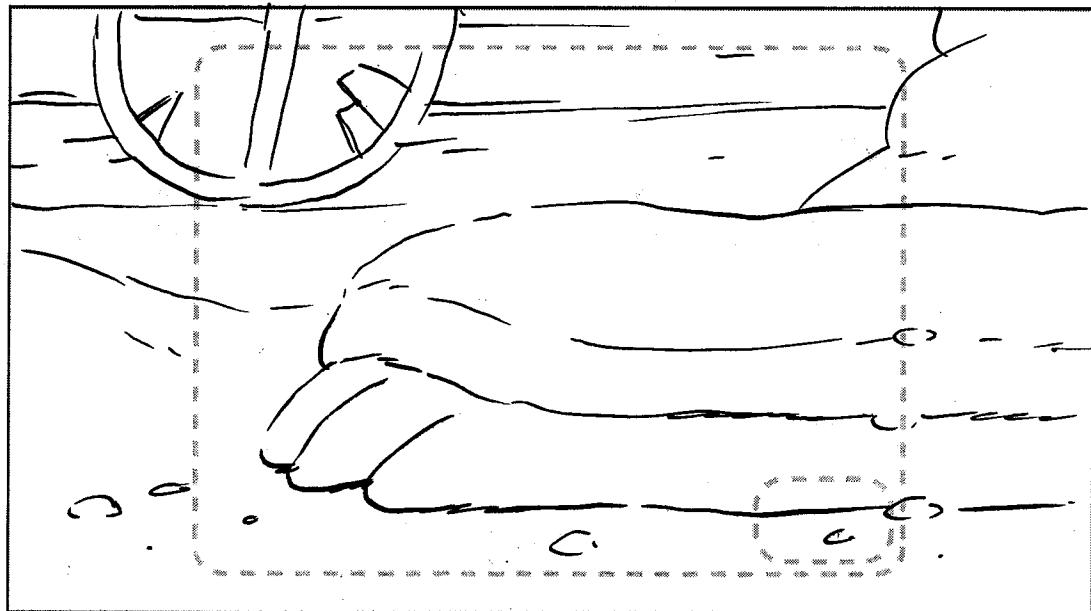
4

Pnl.

A

Bg.

day night



Sc.

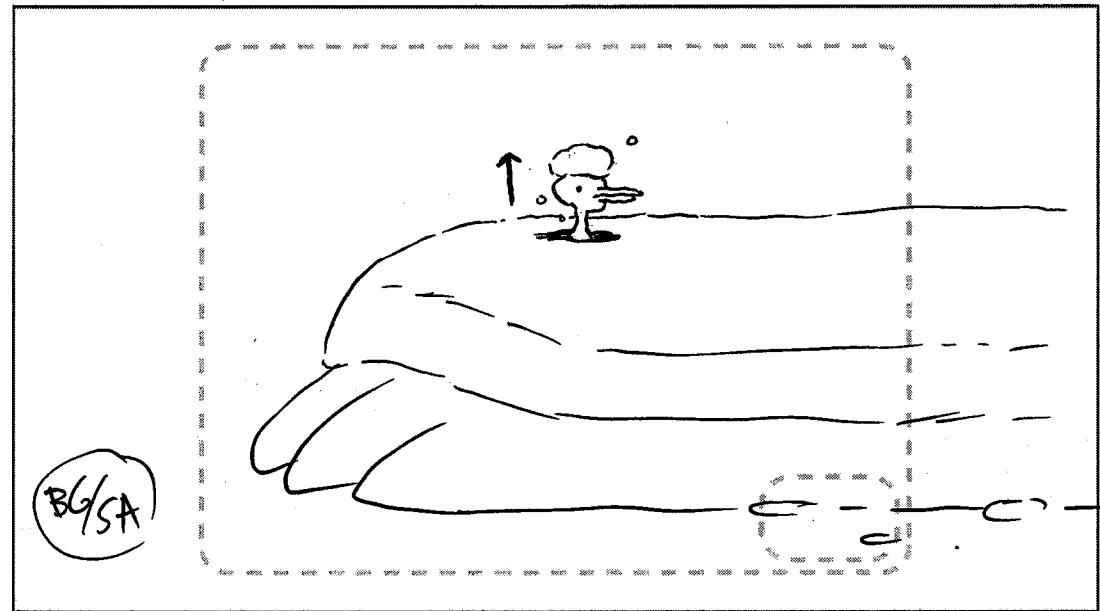
4

Pnl.

B

Bg.

day night



EPISODE #

100863

Production :

Dialog:

Action:

Timing:

# ADVENTURE TIME



Page 5

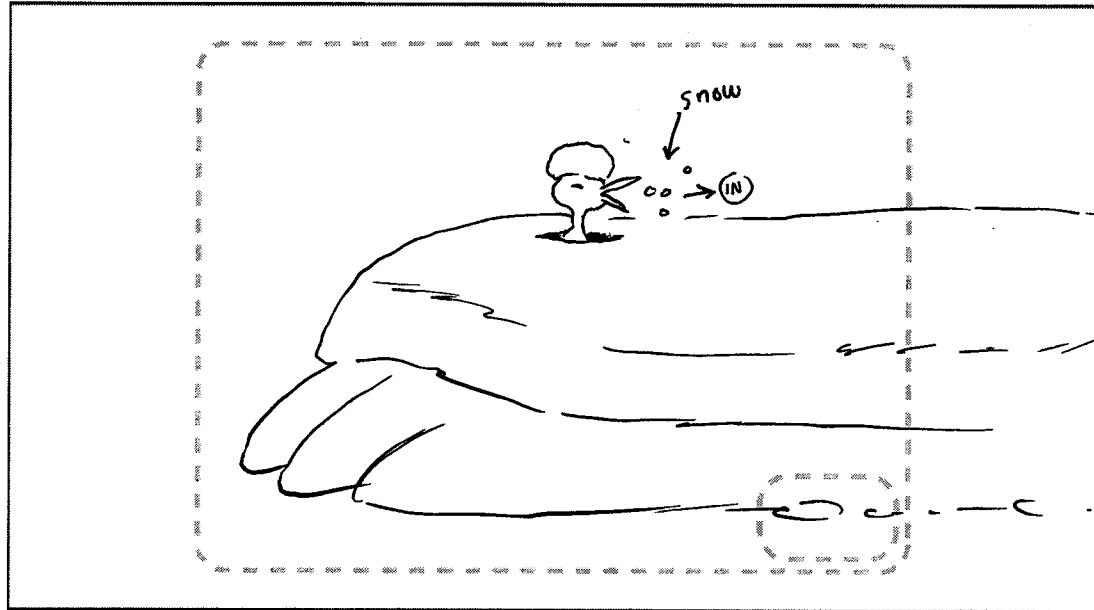
Sc.

4

Pnl. C

Bg.

day night



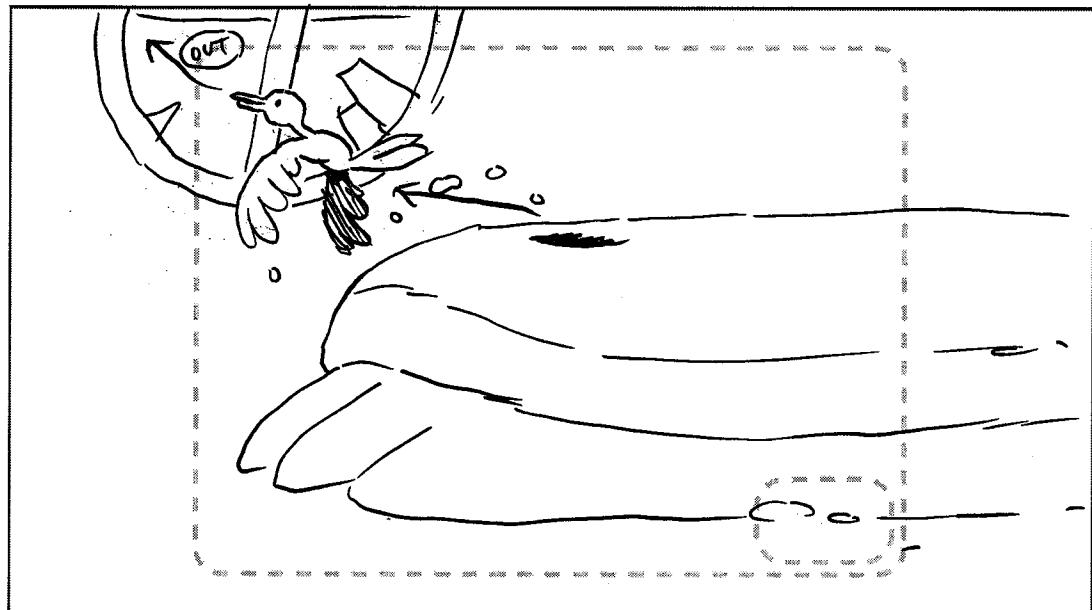
Sc.

4

Pnl. D

Bg.

day night



Dialog:

**BIRD:** \* cough \*

Action:

Bird coughs out snow

Bird flies out window

Timing:

Production :

100863

EPISODE #

# ADVENTURE TIME



Page 6

Sc.

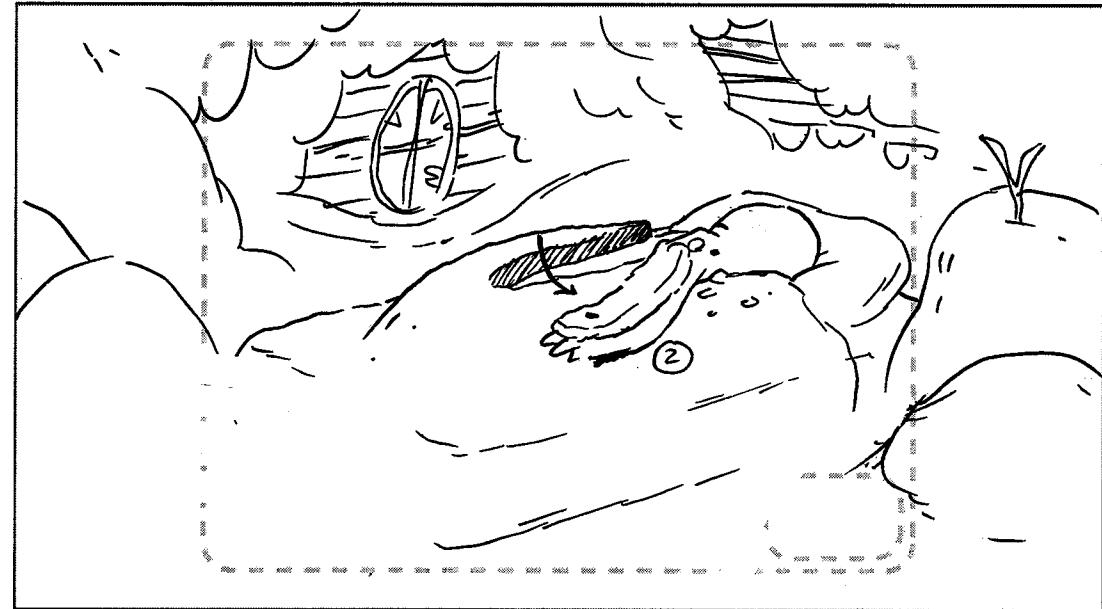
5

Pnl.

A

Bg.

day night



Sc.

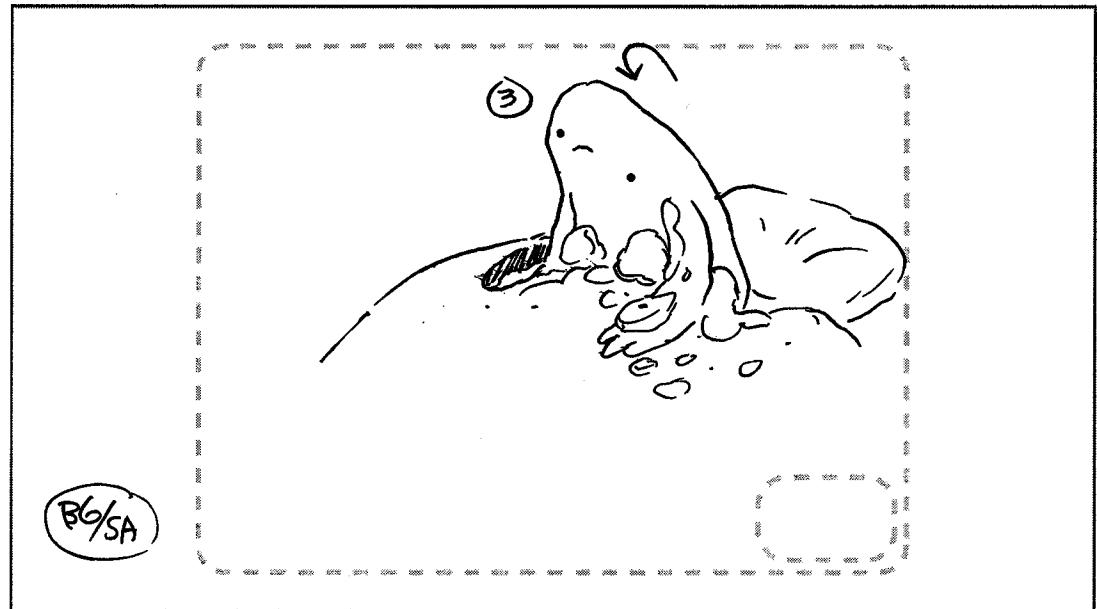
5

Pnl.

B

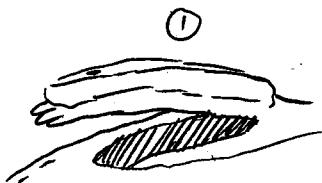
Bg.

day night



Dialog:

Action:



Timing:

Production :

100863

EPISODE #

# ADVENTURE TIME



Page 7

Sc.

S

Pnl.

C

Bg.

day night

Sc.

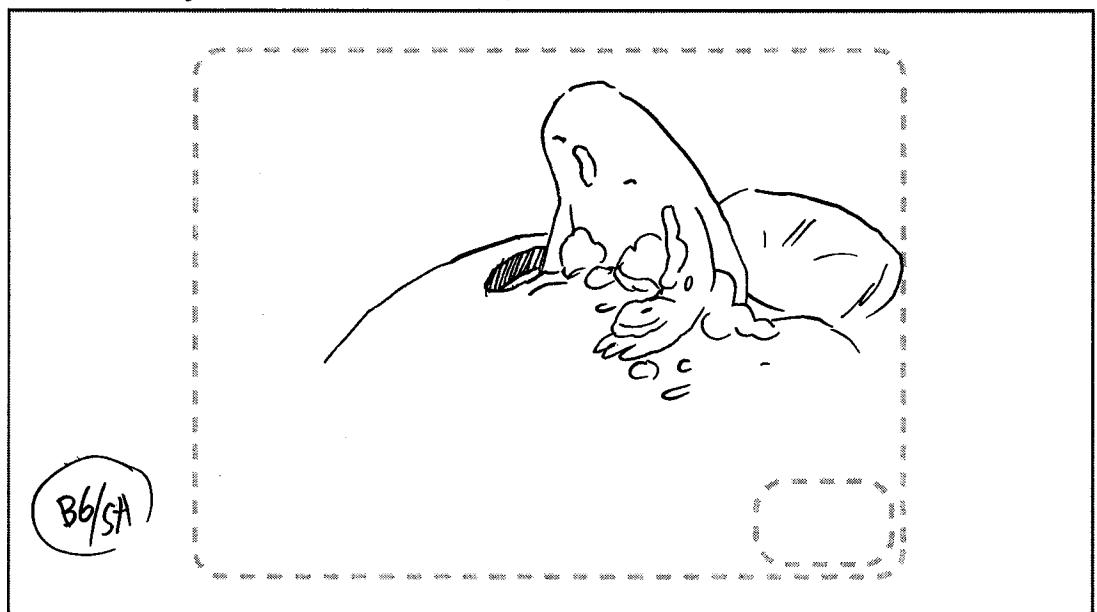
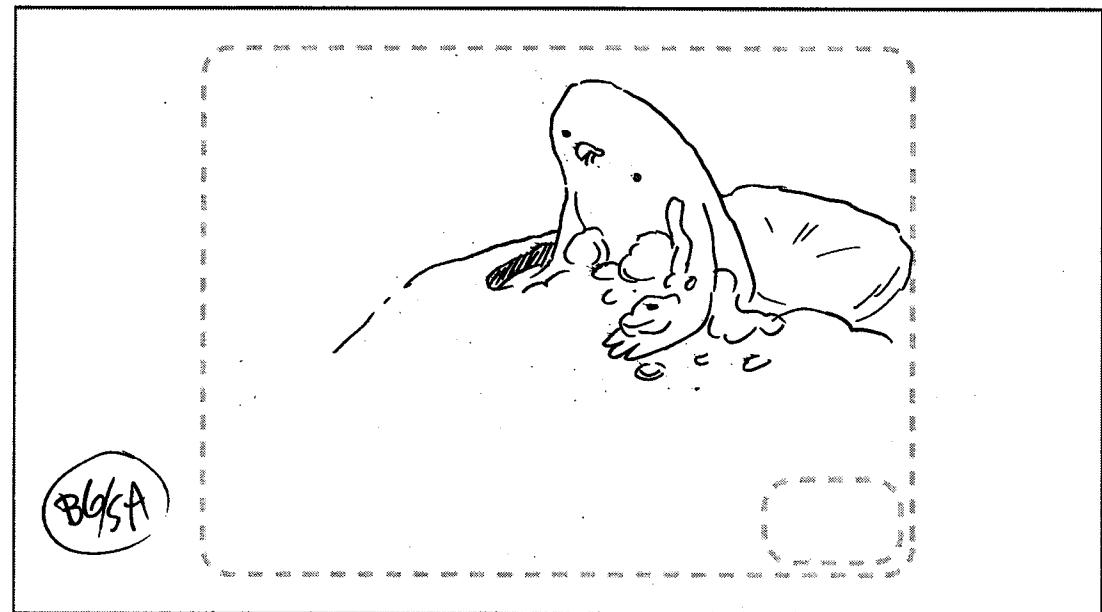
S

Pnl.

D

Bg.

day night



Dialog:

(GOLEM): (lip smacking): \* smek smek smek \*

(GOLEM): \* YAWN \*

Action:

Timing:

EPISODE # 100863

Production :

# ADVENTURE TIME



Page 8

Sc.

5

Pnl. E

Bg.

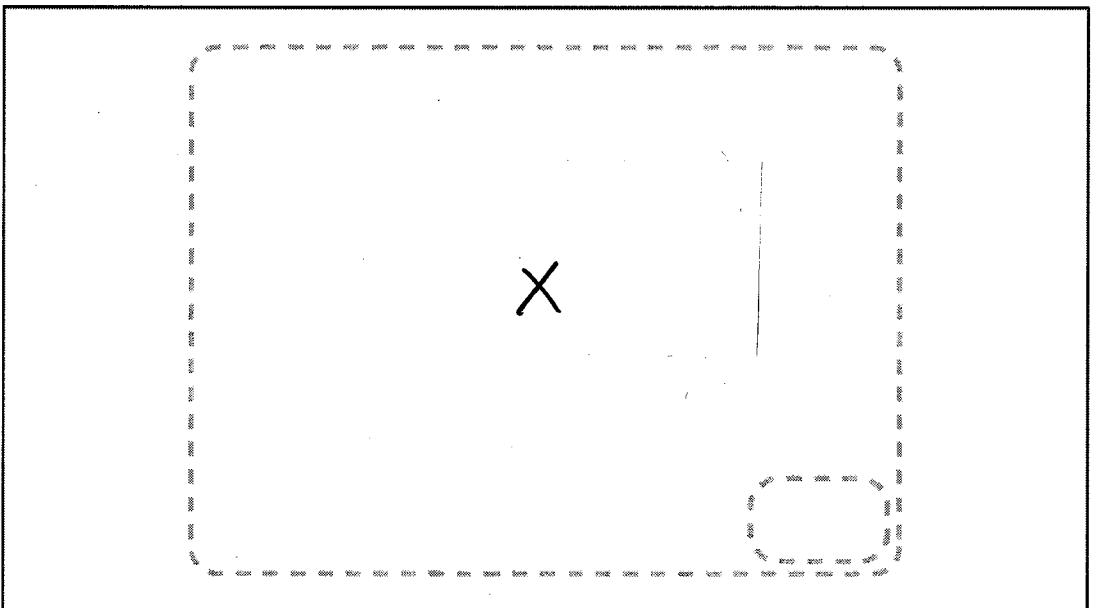
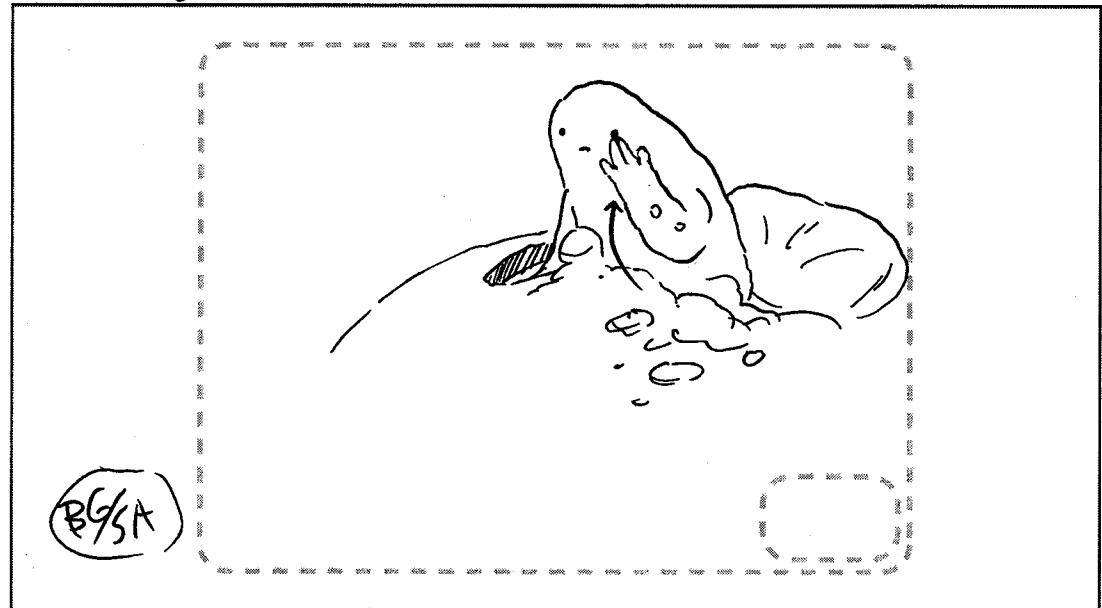
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action: Golem moves eye back into place

Timing:

Production :

100863

EPISODE #

# ADVENTURE TIME



Page 9

Sc.

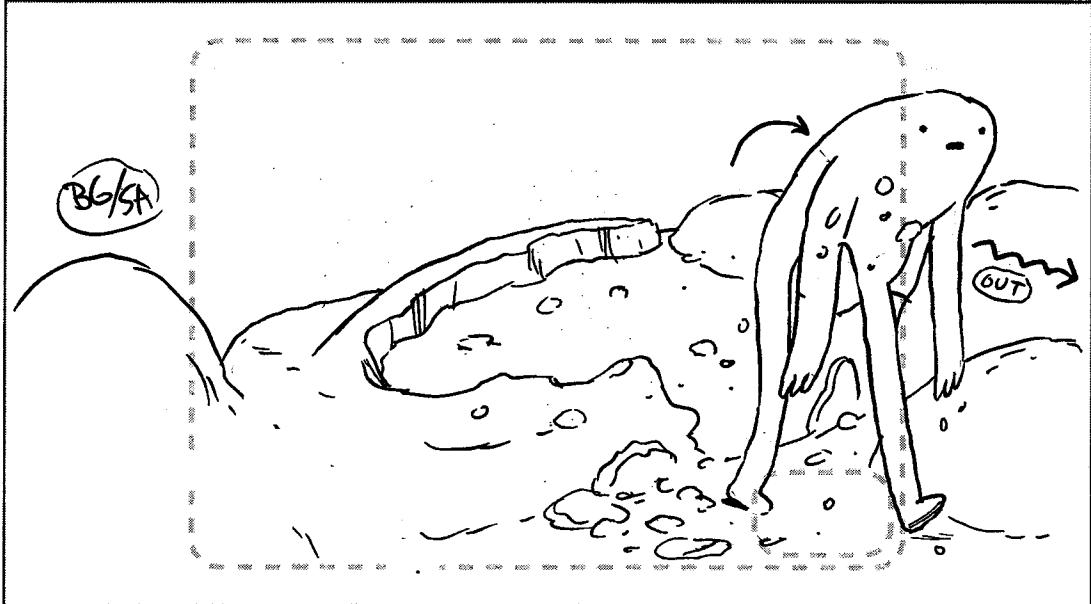
5

Pnl.

F

Bg.

day night



Sc.

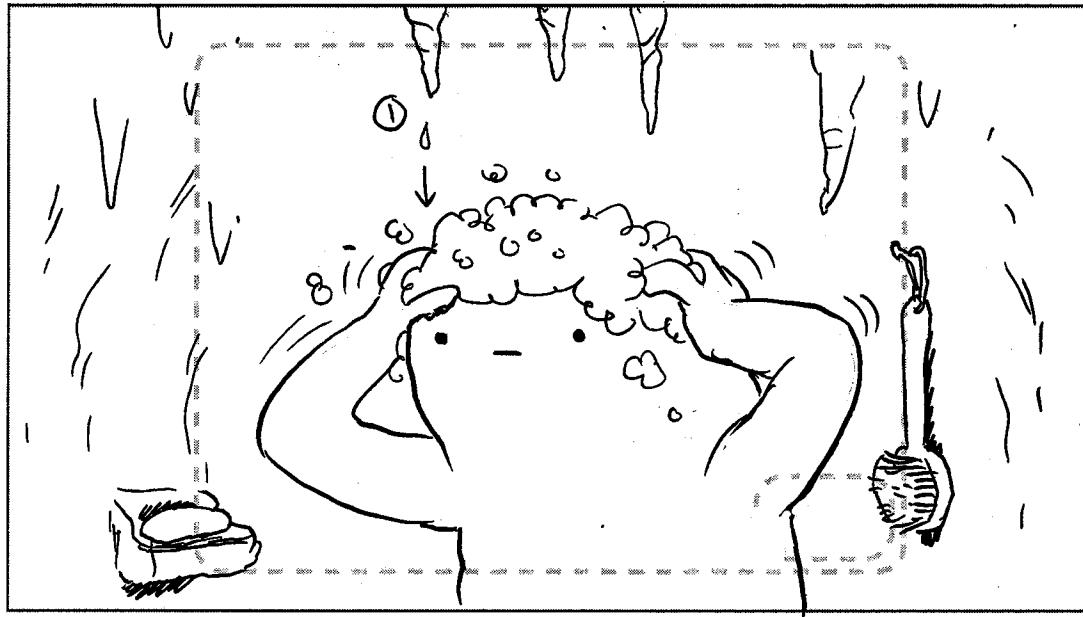
6

Pnl.

A

Bg.

day night



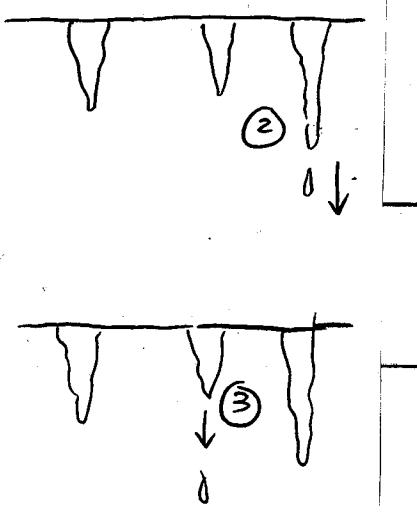
Dialog:

(GOLEM): gynahnn

Action:

- Golem lathers head
- only 3 or 4 drips fall- very ~~slowly~~ slowly.

Timing:



Production :

100863

EPISODE #

# ADVENTURE TIME



Page 10

Sc.

7

Pnl.

A

Bg.

day night

Sc.

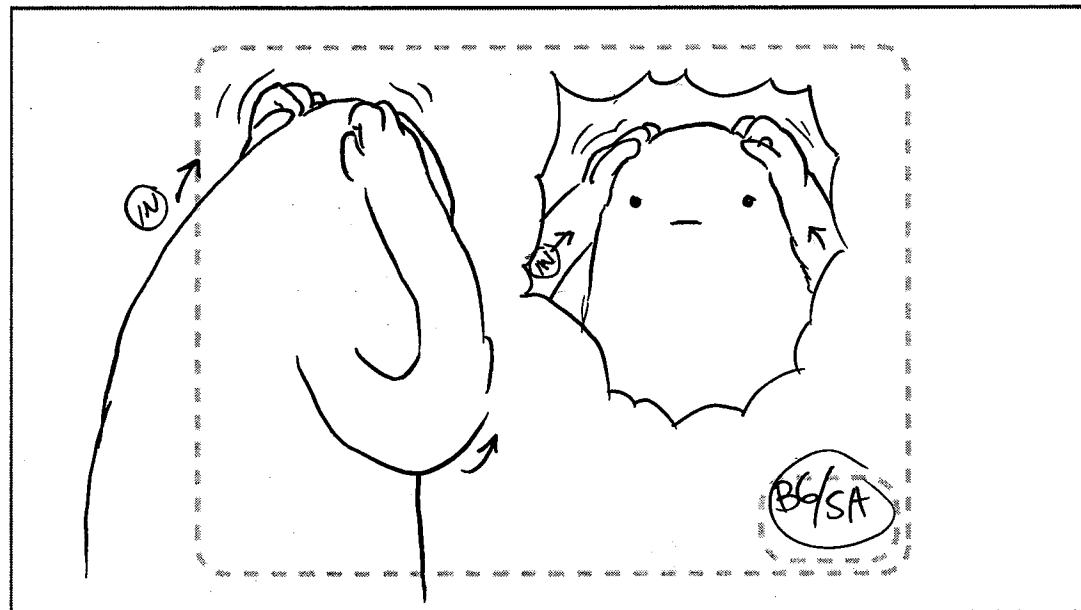
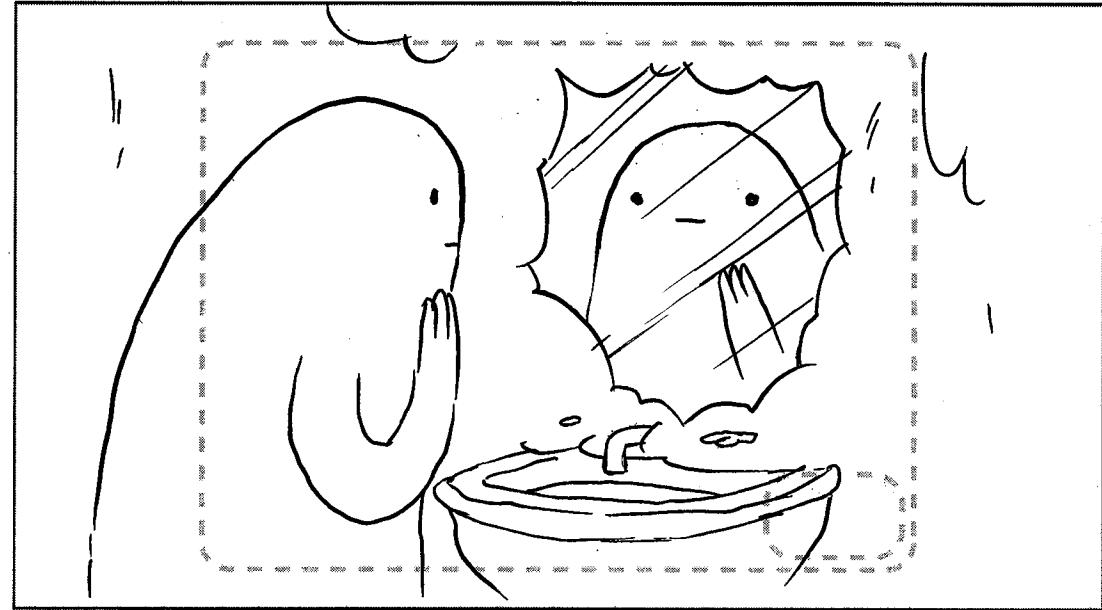
7

Pnl.

B

Bg.

day night



Dialog:

Action:

Golem sculpts snow horns

Timing:

Production :

100863

10

# ADVENTURE TIME



Page 11

Sc.

7

Pnl.

C

Bg.

day night

Sc.

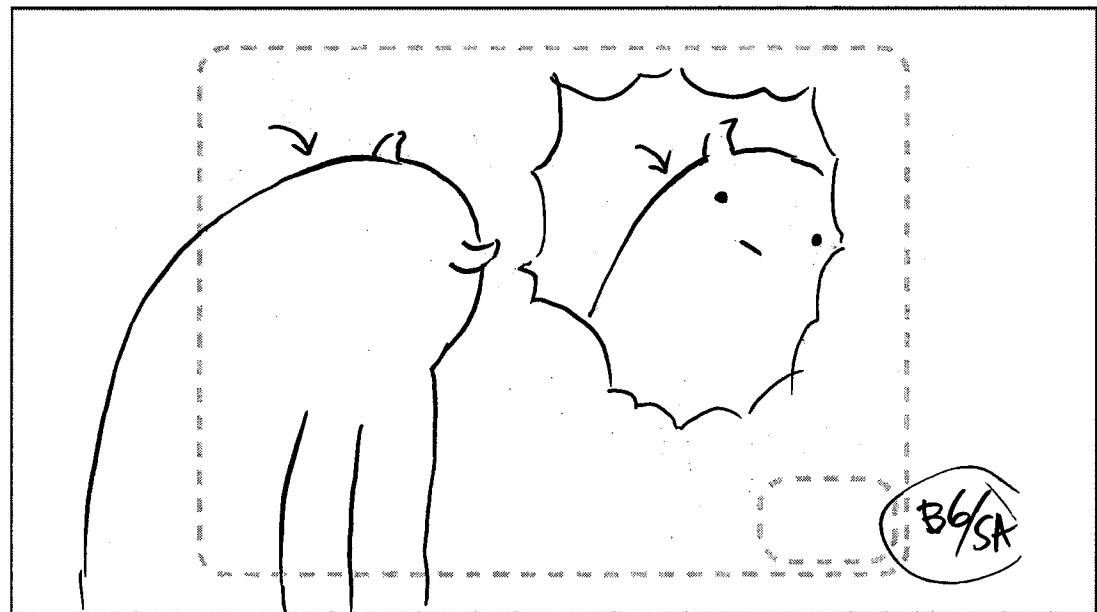
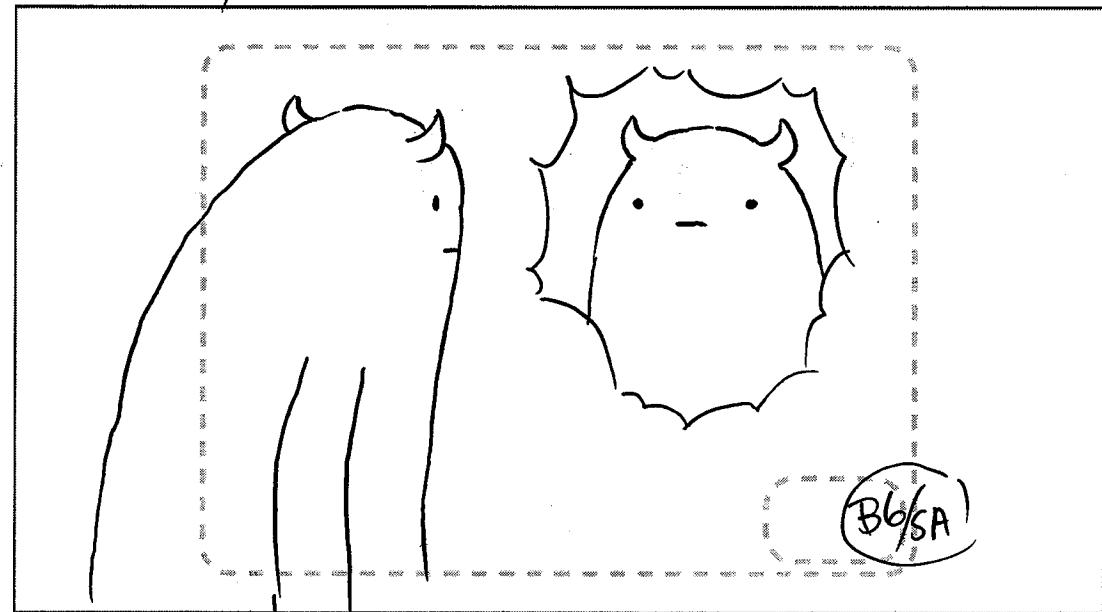
7

Pnl.

D

Bg.

day night



Dialog:

- BEAT -

Action:

Golem ~~studies~~ studies self in mirror

Timing:

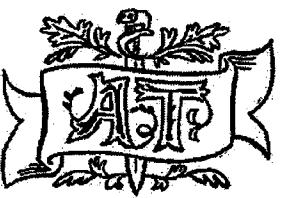
Production :

100863

EPISODE #

11

# ADVENTURE TIME



Page 12

Sc.

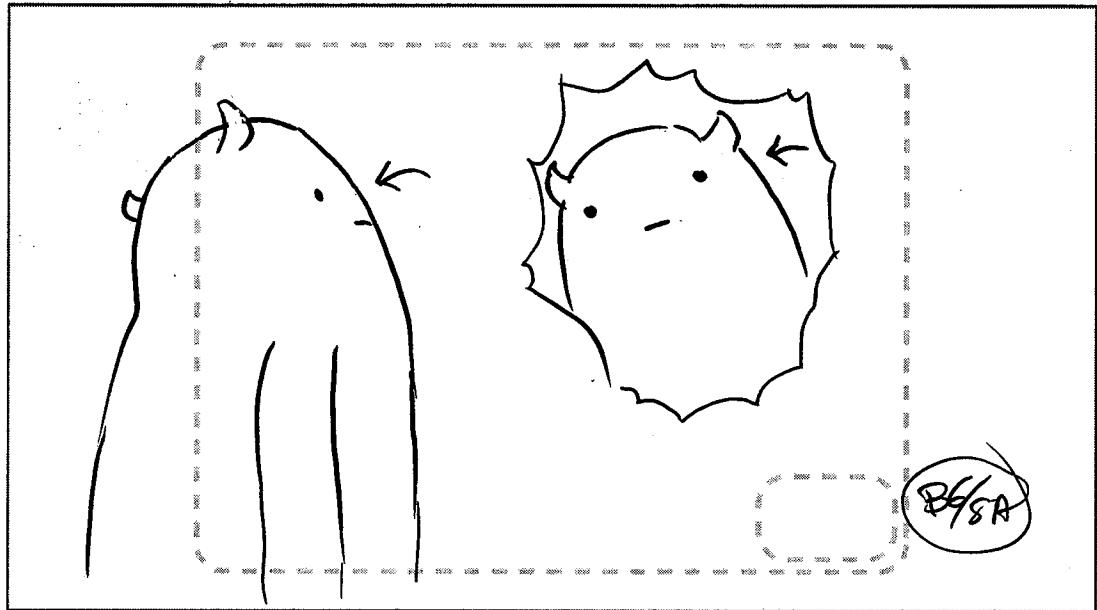
7

Pnl.

e

Bg.

day night



Sc.

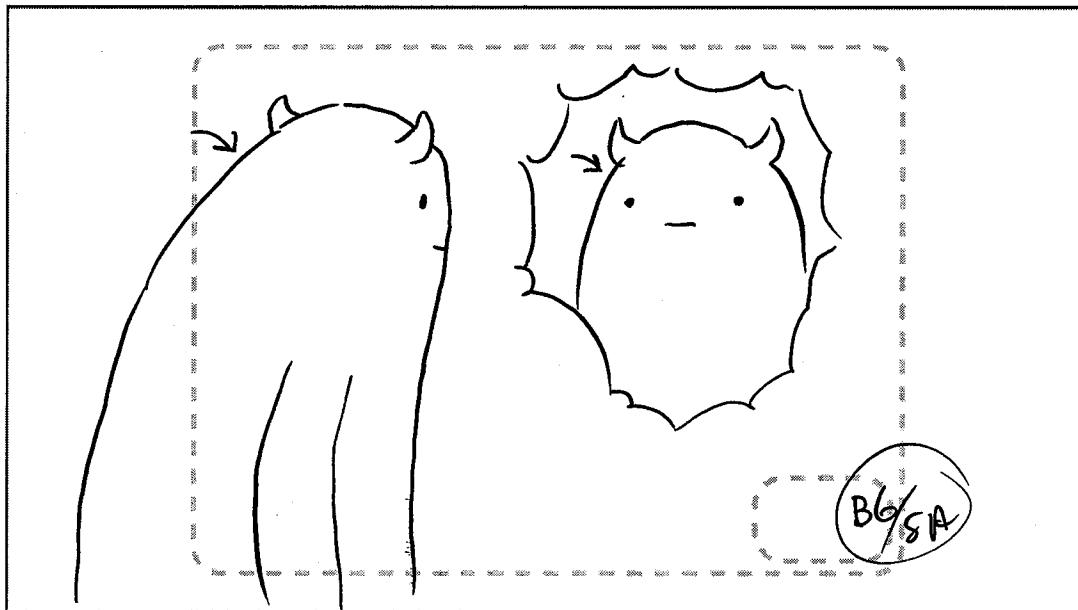
7

Pnl.

F

Bg.

day night



Dialog:

- BEAT -

Action:

Timing:

100863

EPISODE #

12

Production :

# ADVENTURE TIME



Page 13

Sc.

7

Pnl.

G

Bg.

day night

Sc.

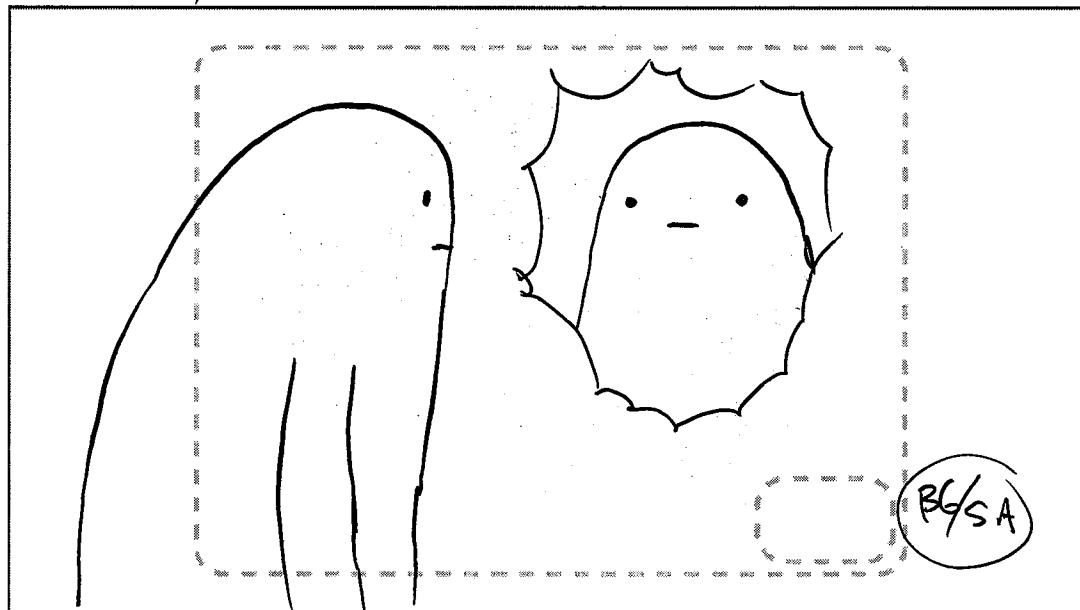
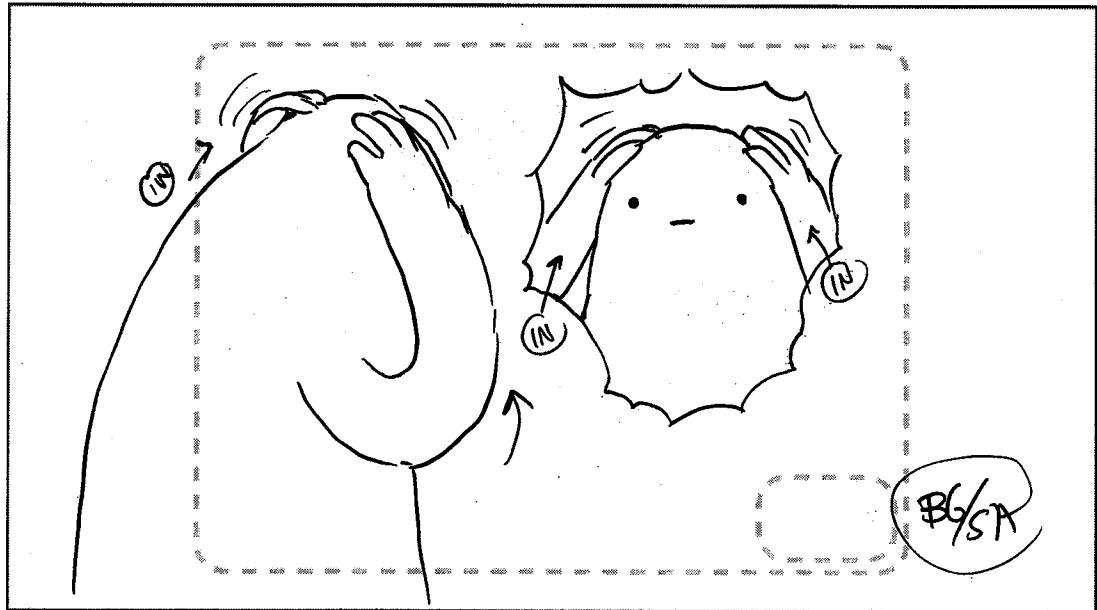
7

Pnl.

H

Bg.

day night



EPISODE # 100863

13

Dialog:

- BEAT -

Action:

Golem smushes horns down

Timing:

Production :

# ADVENTURE TIME



Page 14

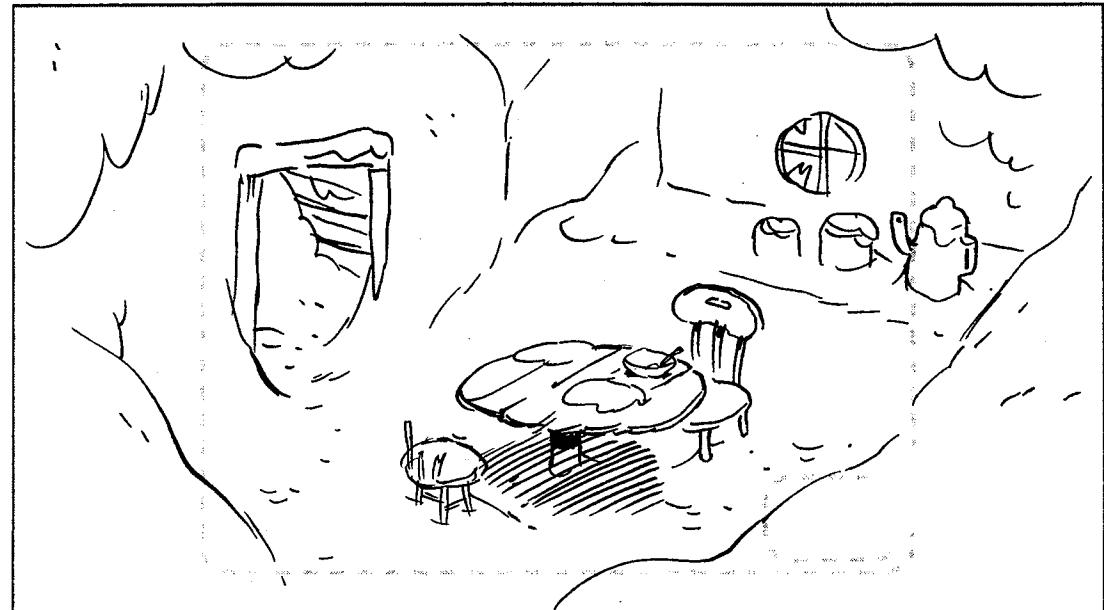
Sc.

8

Pnl. A

Bg.

day night



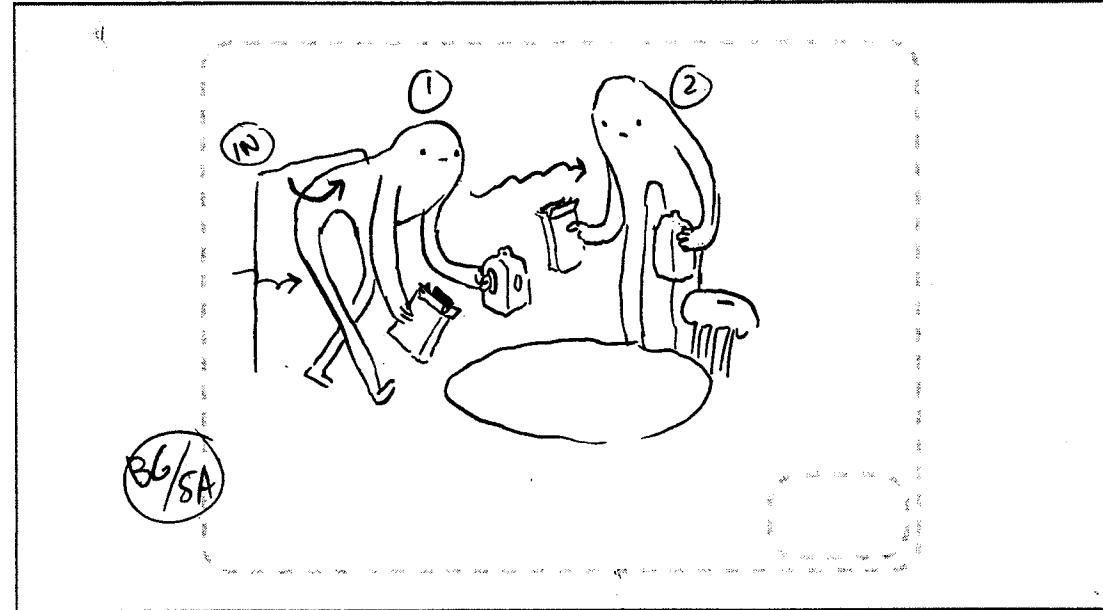
Sc.

8

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 100863

Production :

# ADVENTURE TIME



Page 15

Sc.

9

Pnl.

A

Bg.

day night

Sc.

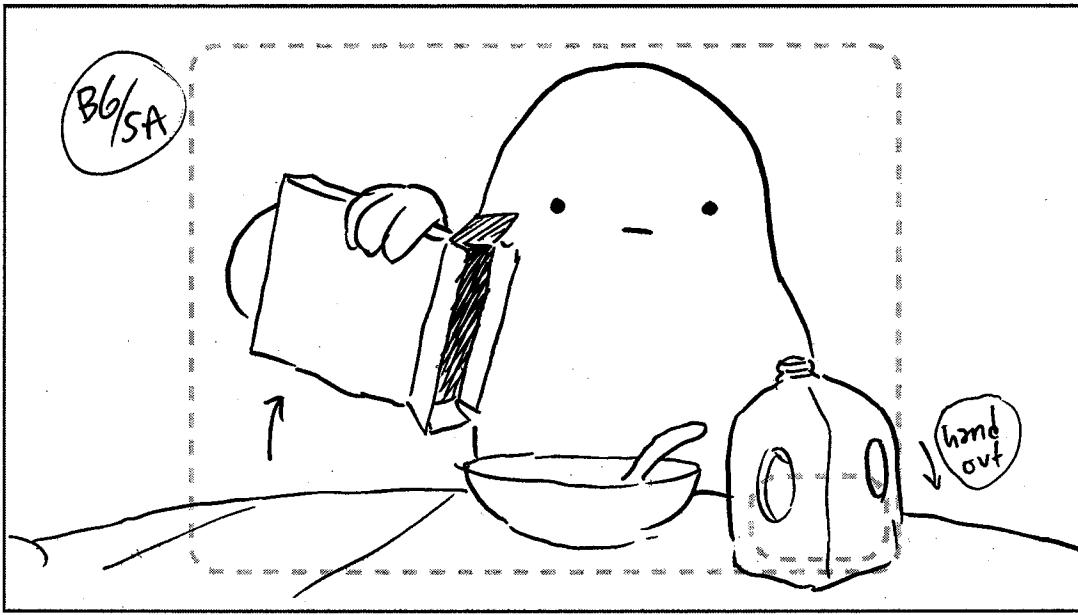
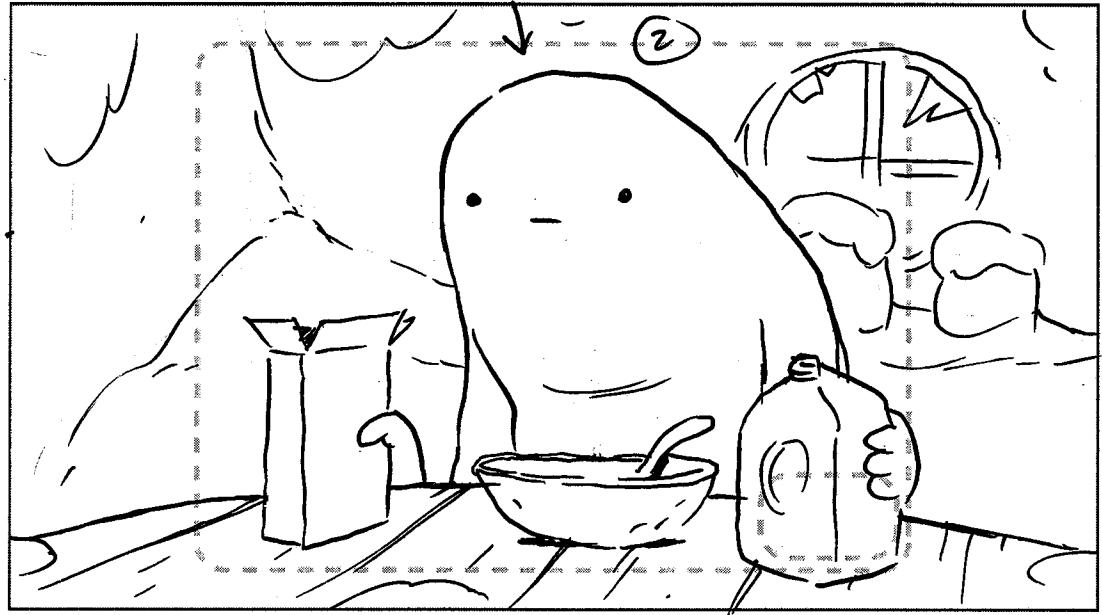
9

Pnl.

B

Bg.

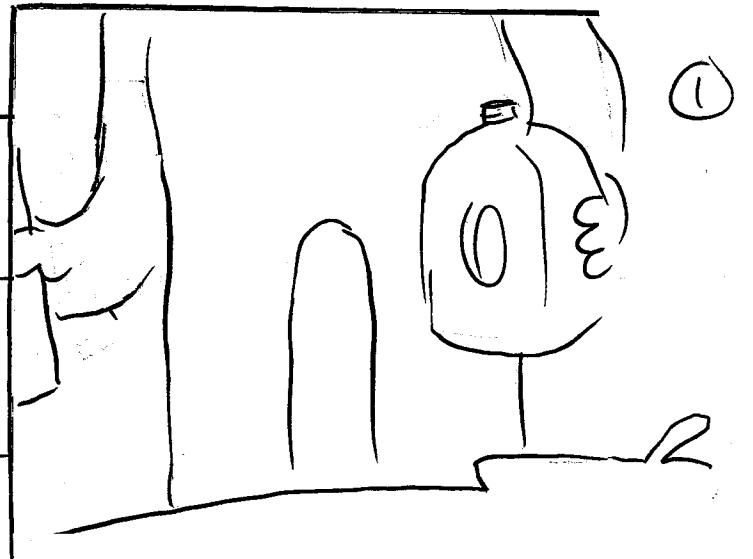
day night



Dialog:

Action:  
Golem sits  
on chair

Timing:



Production :

EPISODE # 100363

15

# ADVENTURE TIME



Page 16

Sc.

9

Pnl.

C

Bg.

day night

Sc.

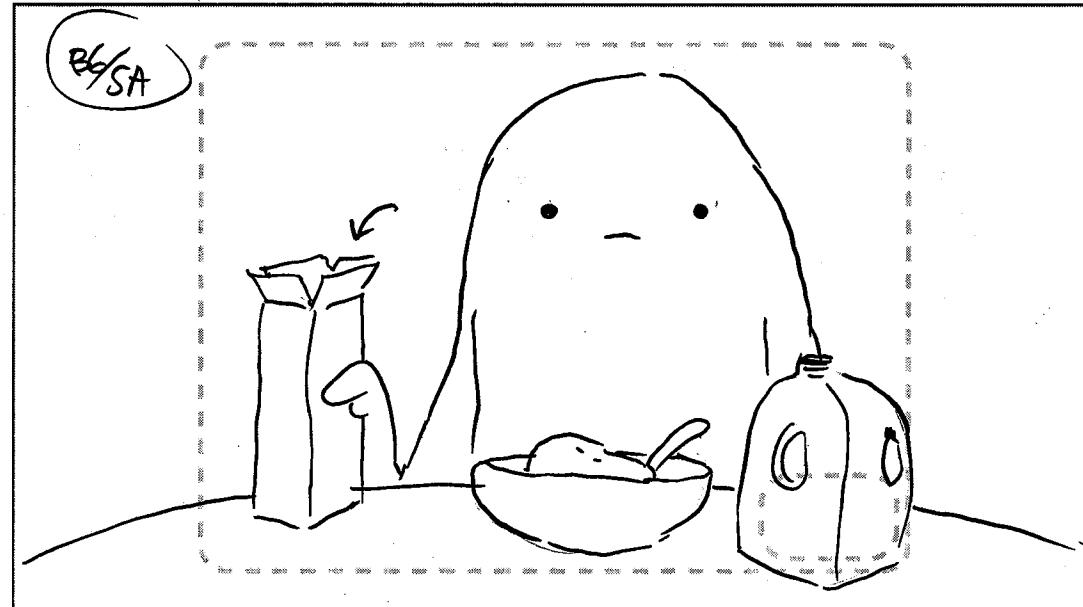
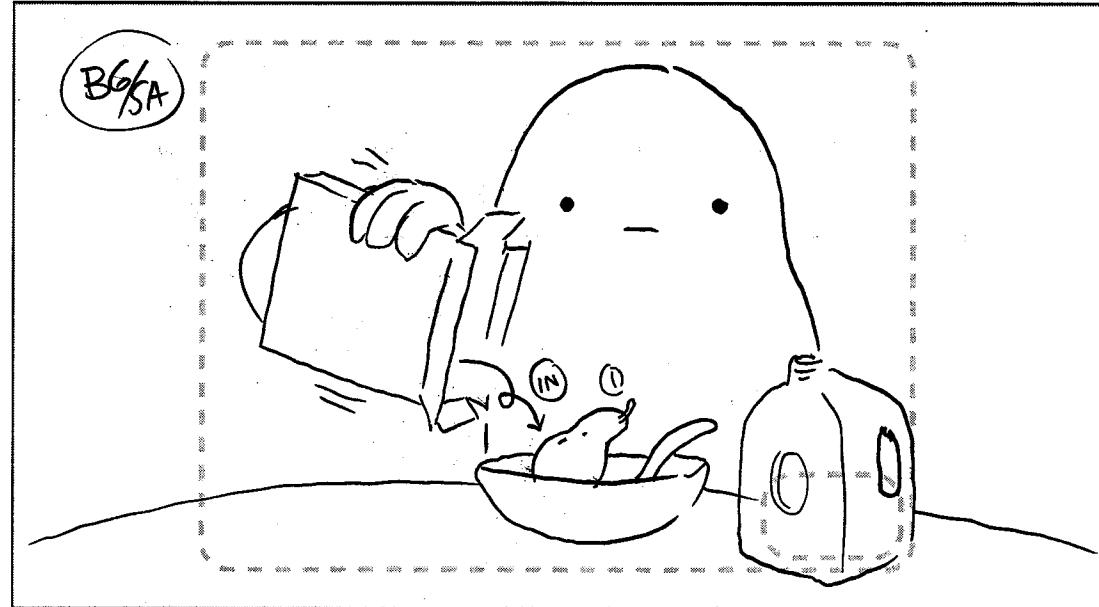
9

Pnl.

D

Bg.

day night



## Dialog:

SFX: ① \* CLANK \*  
② \* clink \*

Action: Pear rolls out of cereal box



## Timing:

100863

EPISODE #

Production :

# ADVENTURE TIME



Page 17

Sc.

9

Pnl.

E

Bg.

day night

Sc.

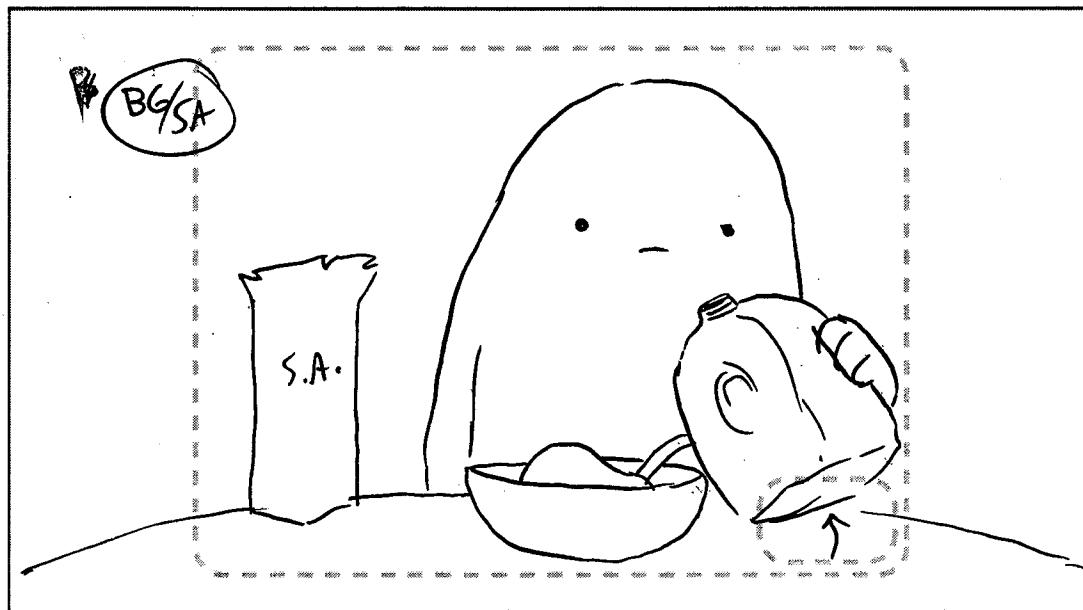
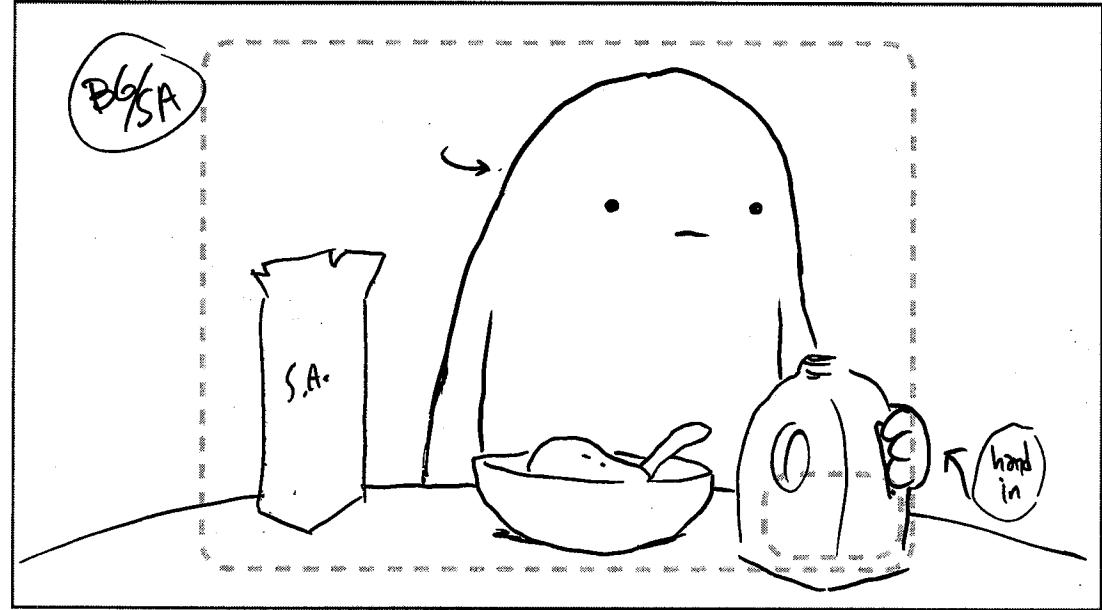
9

Pnl.

F

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 100863

Production :

# ADVENTURE TIME



Page 18

Sc.

10

Pnl.

A

Bg.

day night

Sc.

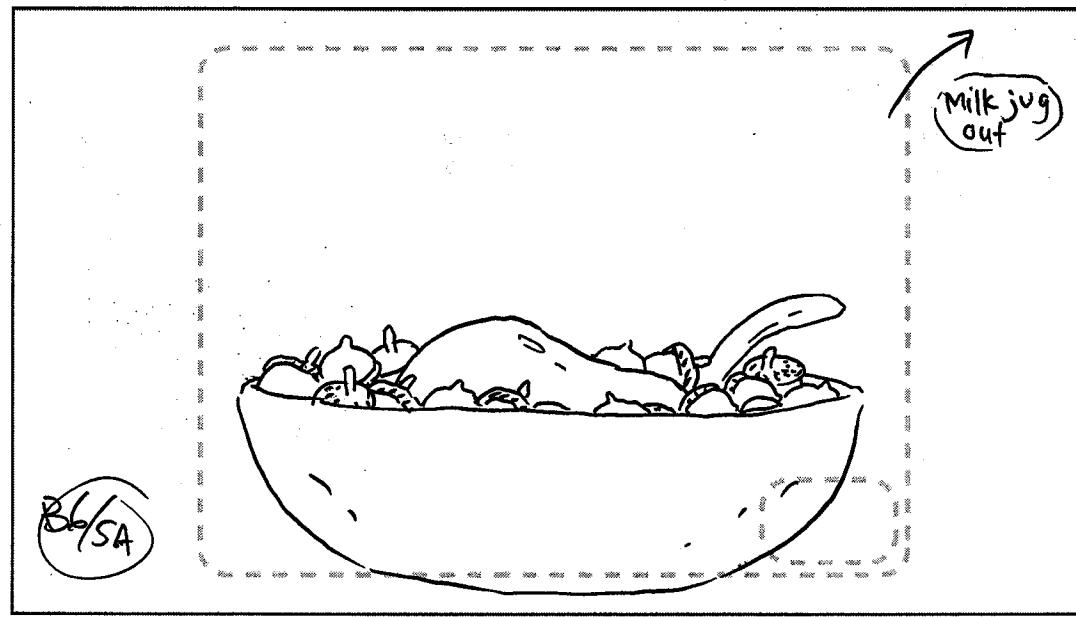
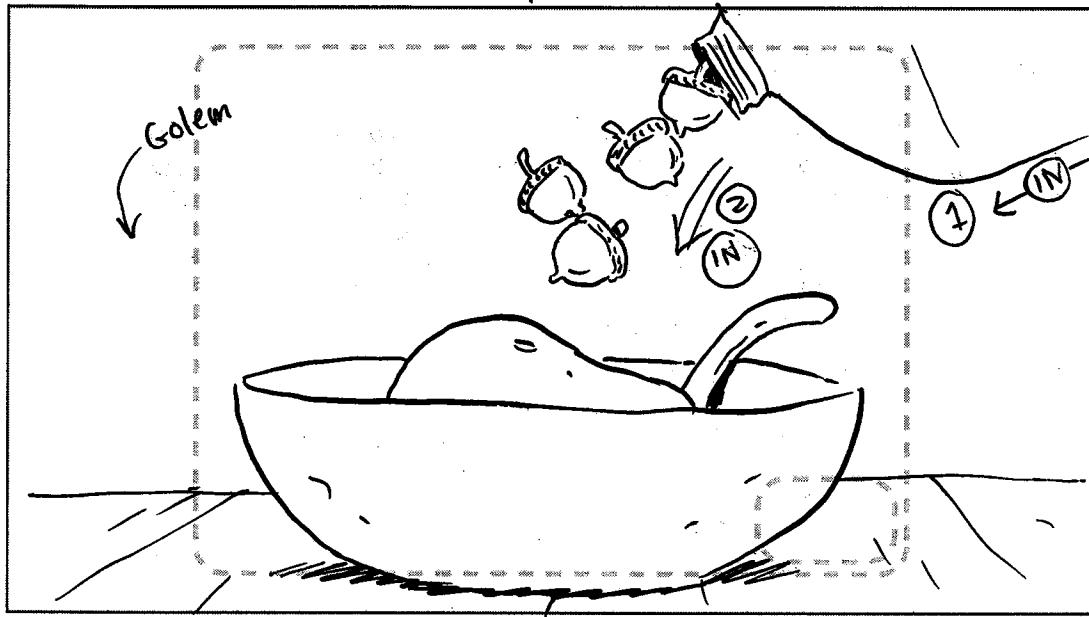
10

Pnl.

B

Bg.

day night



# ADVENTURE TIME



Page 19

Sc.

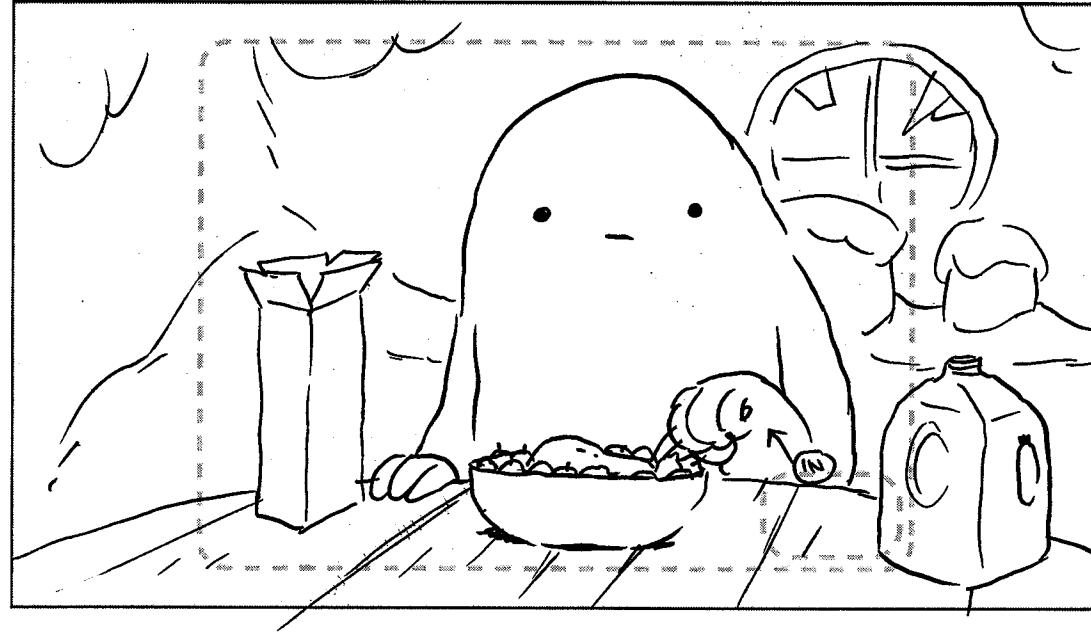
11

Pnl.

A

Bg.

day night



Sc.

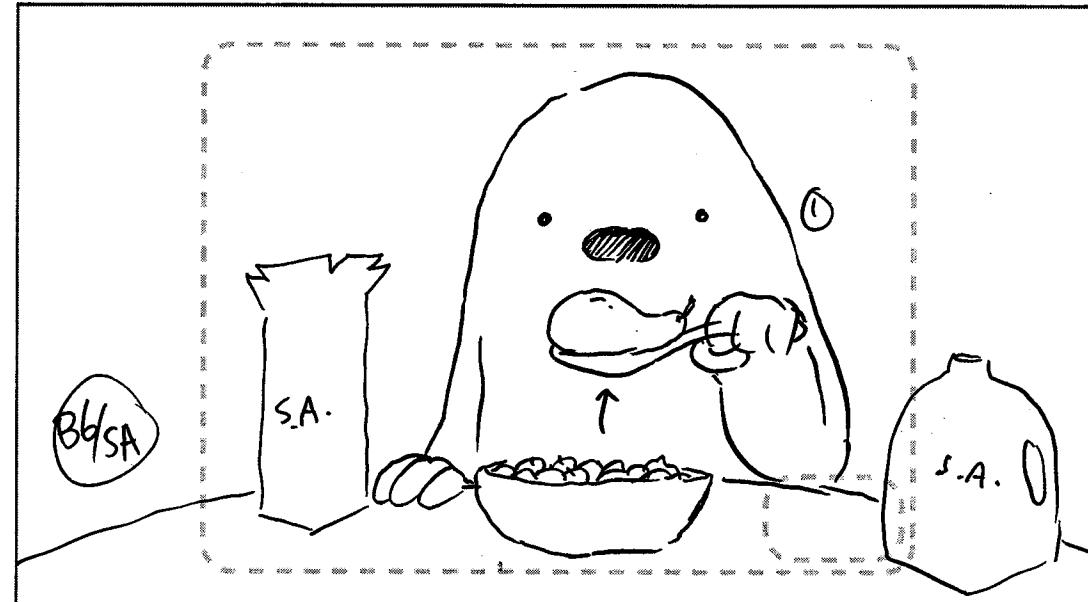
11

Pnl.

B

Bg.

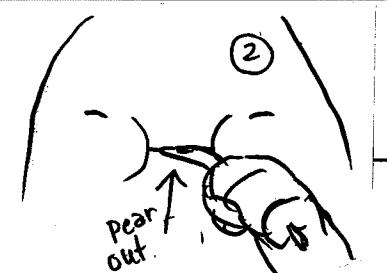
day night



Dialog:

Action:

Timing:



Production :

EPISODE # 100863

19

# ADVENTURE TIME



Page 20

Sc.

11

Pnl.

C

Bg.

day night

Sc.

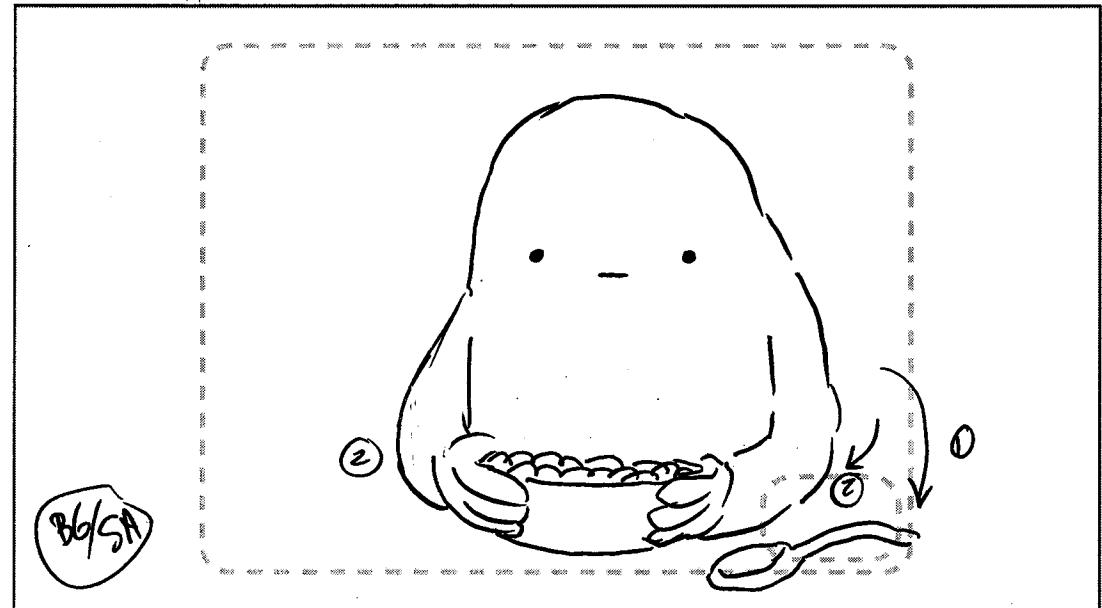
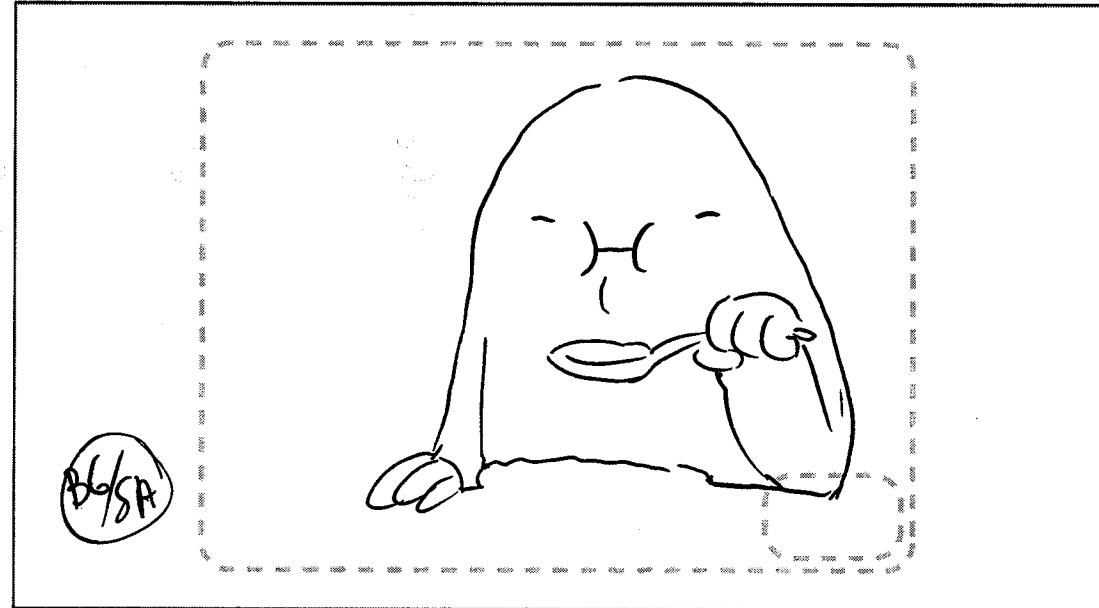
11

Pnl.

D

Bg.

day night



Dialog:

GOLEM: \* swallow \*

Action:

Golem swallows pear

Timing:

EPISODE # 100863

Production :

20

# ADVENTURE TIME



Page 21

Sc.

11

Pnl.

E

Bg.

day night

Sc.

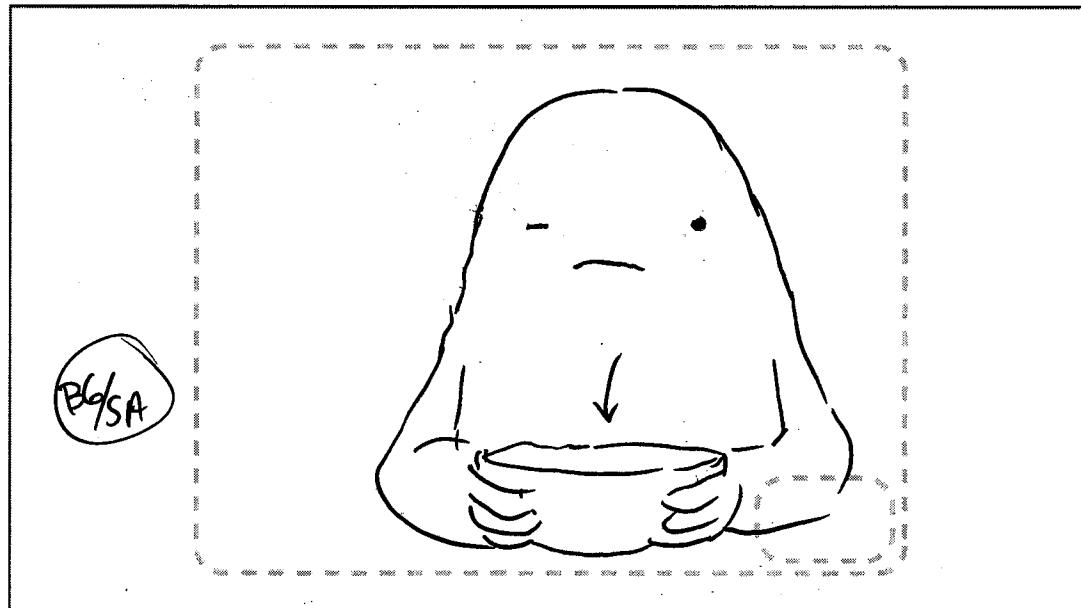
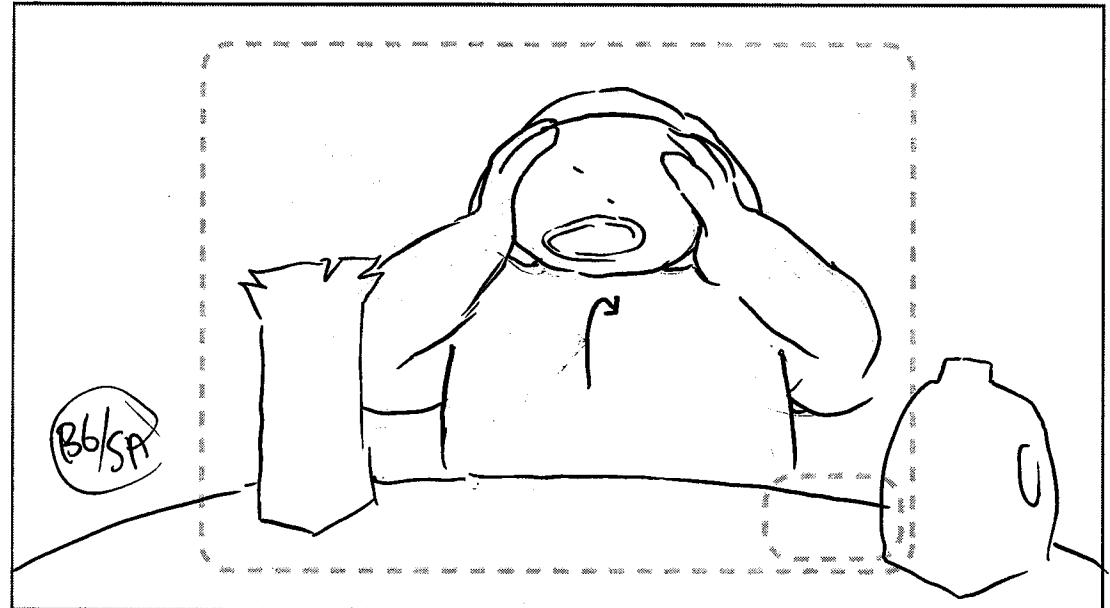
11

Pnl.

f

Bg.

day night



Dialog:

(GOLEM): \*gulp gulp gulp\*

(GOLEM): \*sniff...\* \*gynanguh\*

Action:

Golem drinks acorns

Timing:

EPISODE # 100863

Production :

21

# ADVENTURE TIME



Page 22

Sc.

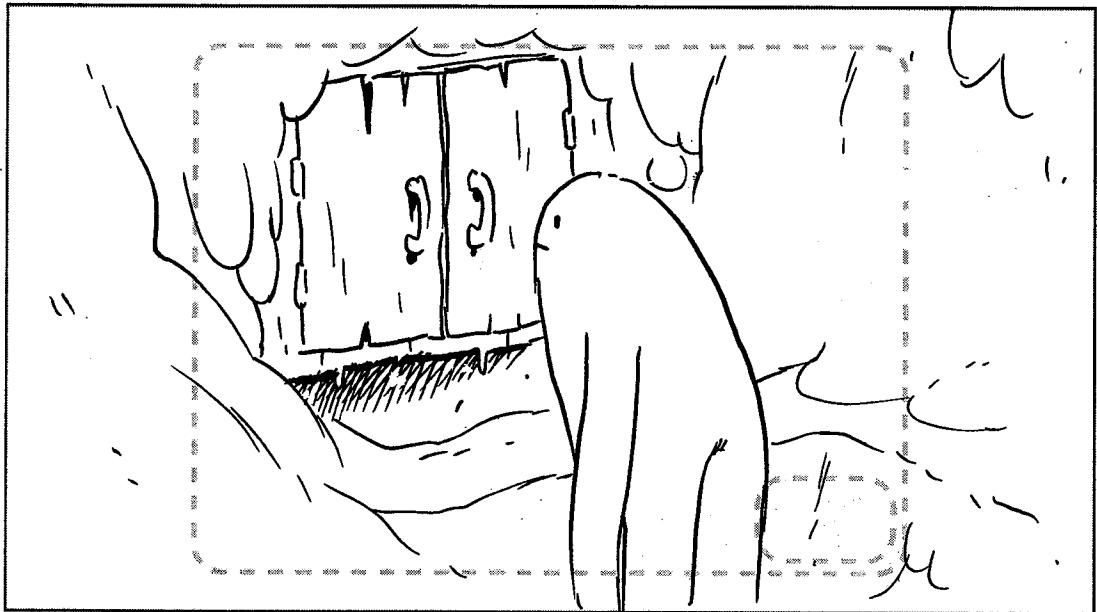
12

Pnl.

A

Bg.

day night



Sc.

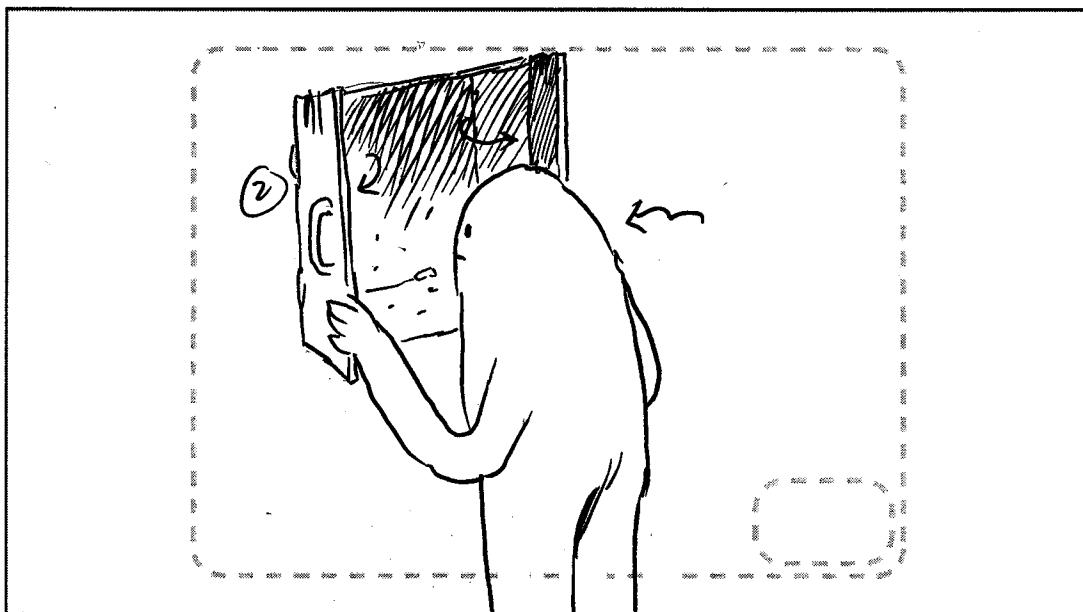
12

Pnl.

B

Bg.

day night



Dialog:

Action:

Timing:

100863

EPISODE #

22

Production :

# ADVENTURE TIME



Page 23

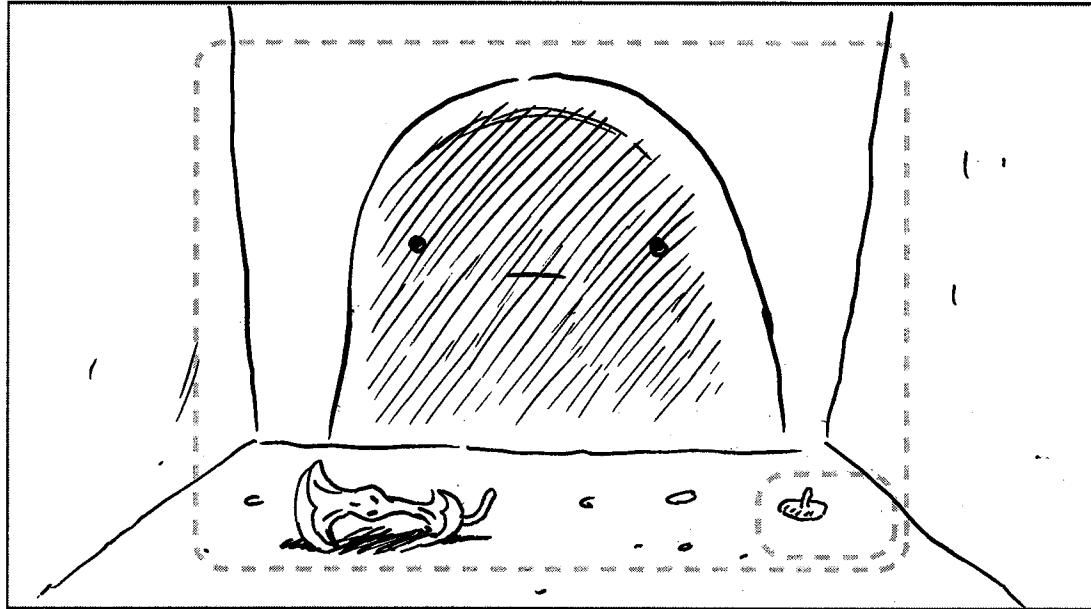
Sc.

13

Pnl. A

Bg.

day night



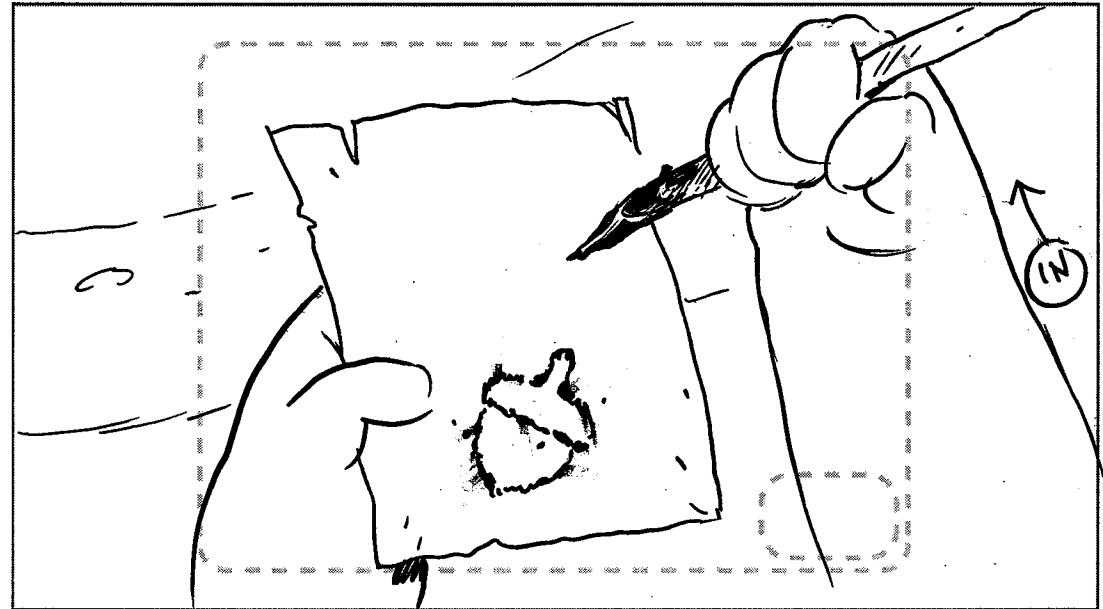
Sc.

14

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

Production :

100863

EPISODE #

23

# ADVENTURE TIME



Page 24

Sc.

14

Pnl.

B

Bg.

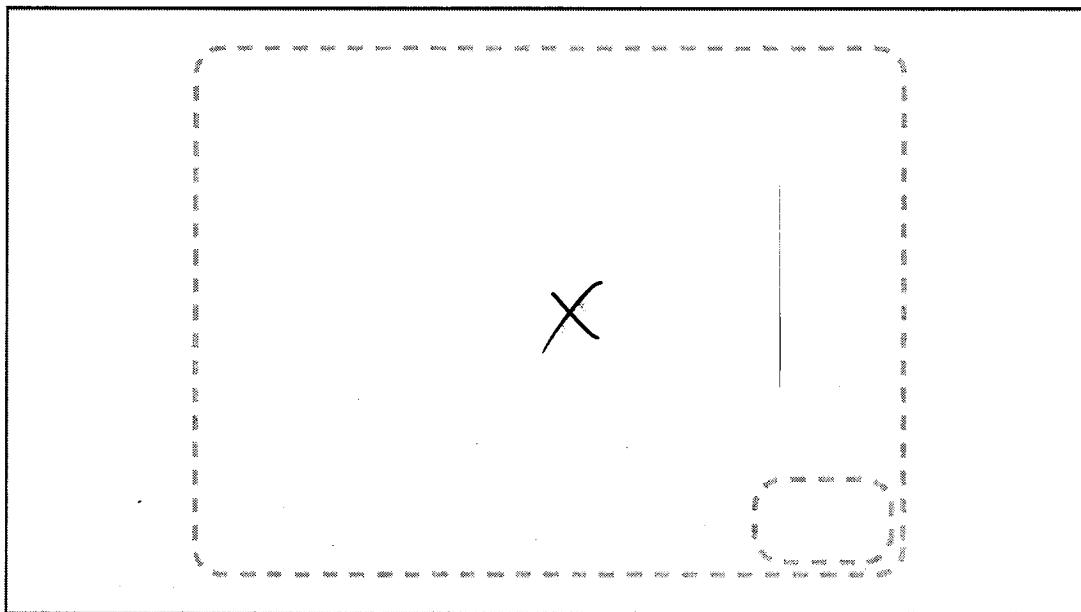
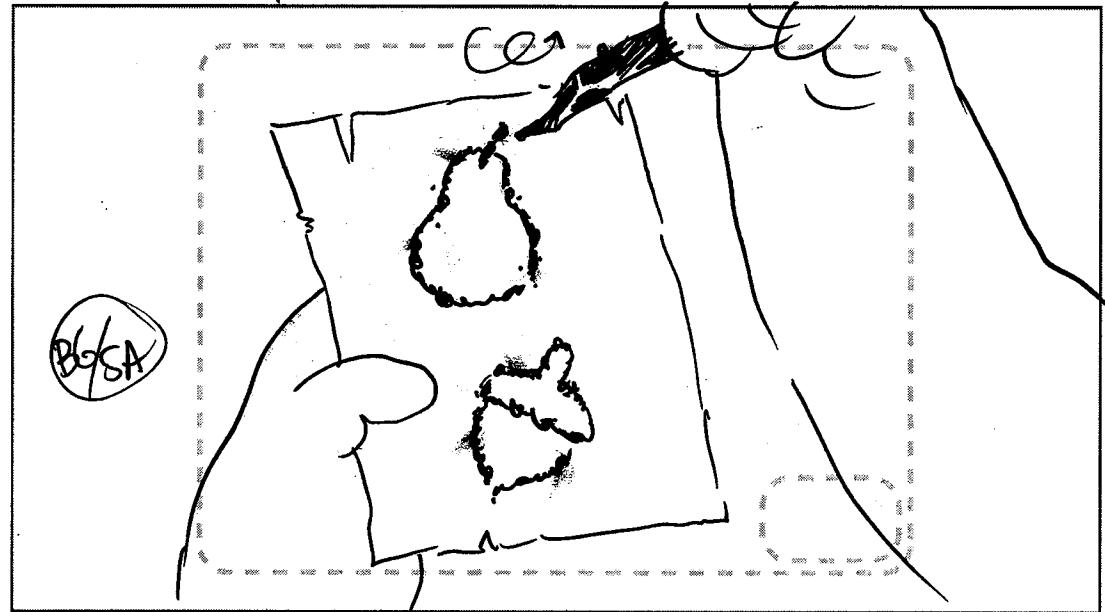
day night

Sc.

Pnl.

Bg.

day night



Dialog:

SFX: scratch scratch

Action:

Golem draws pear

Timing:

EPISODE # 100863

24

Production :

# ADVENTURE TIME



Page 25

Sc.

15

Pnl. A

Bg.

day night

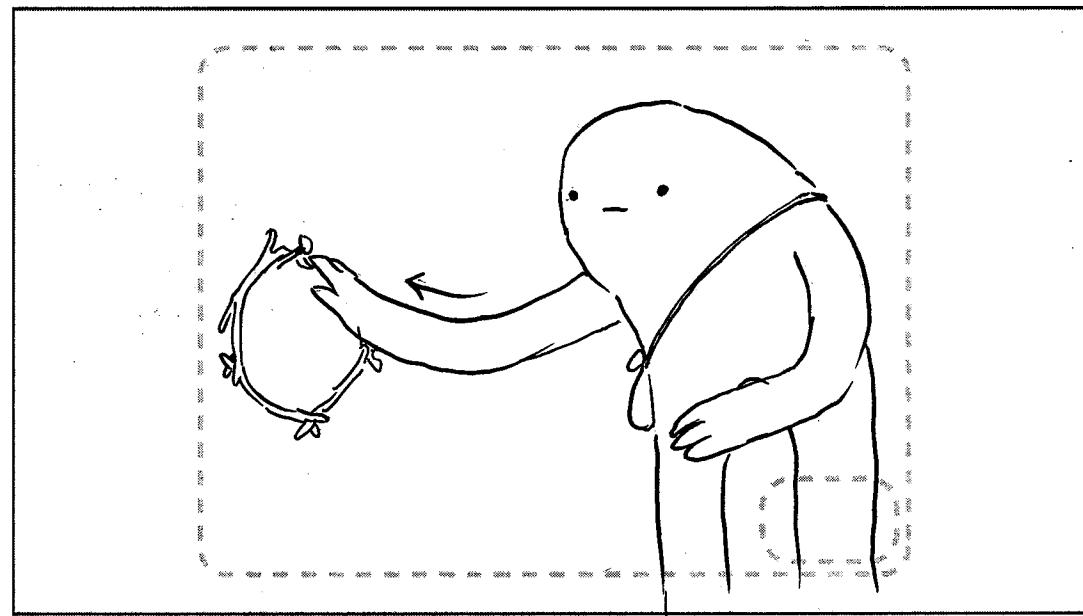
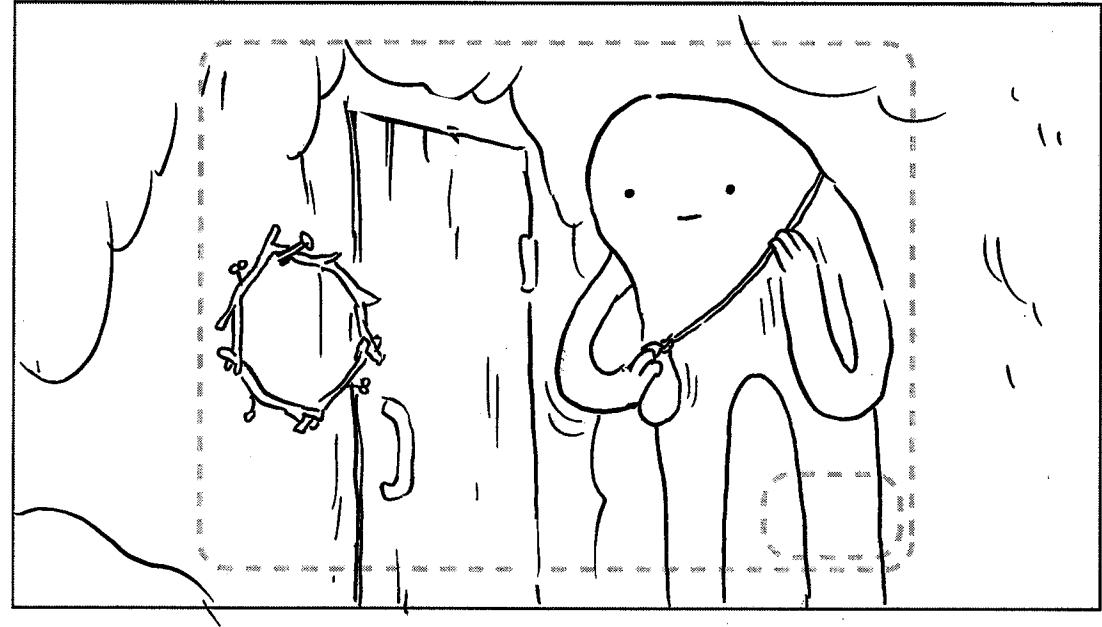
Sc.

15

Pnl. B

Bg.

day night



Dialog:

Action:

Golem adjusts pouch

Timing:

EPISODE #

100863

Production :

24.5

# ADVENTURE TIME



Sc.

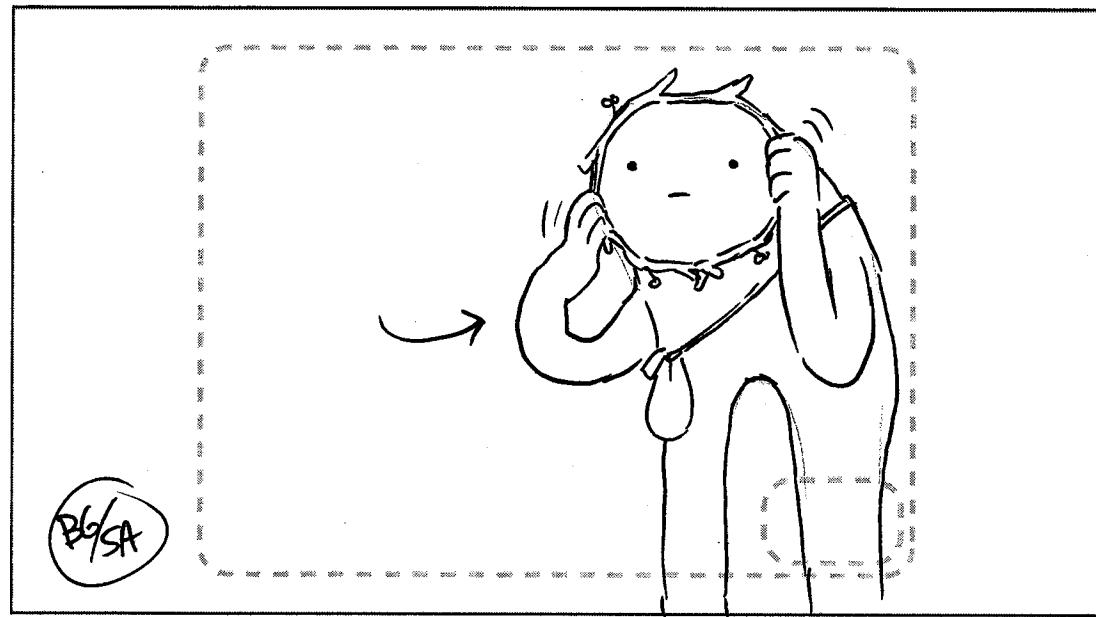
15

Pnl.

C

Bg.

day night



Sc.

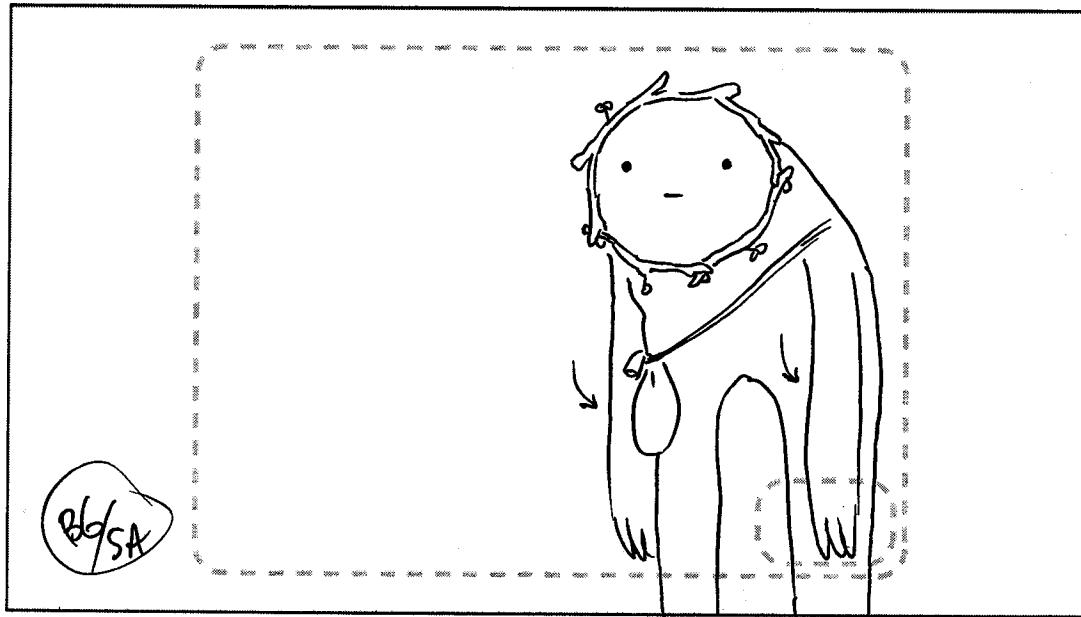
15

Pnl.

D

Bg.

day night



26

Page \_\_\_\_\_

100863

EPISODE #

25

Dialog:

(Golem!) \* SIGH... \*

Action:

Timing:

Production :

# ADVENTURE TIME



Sc.

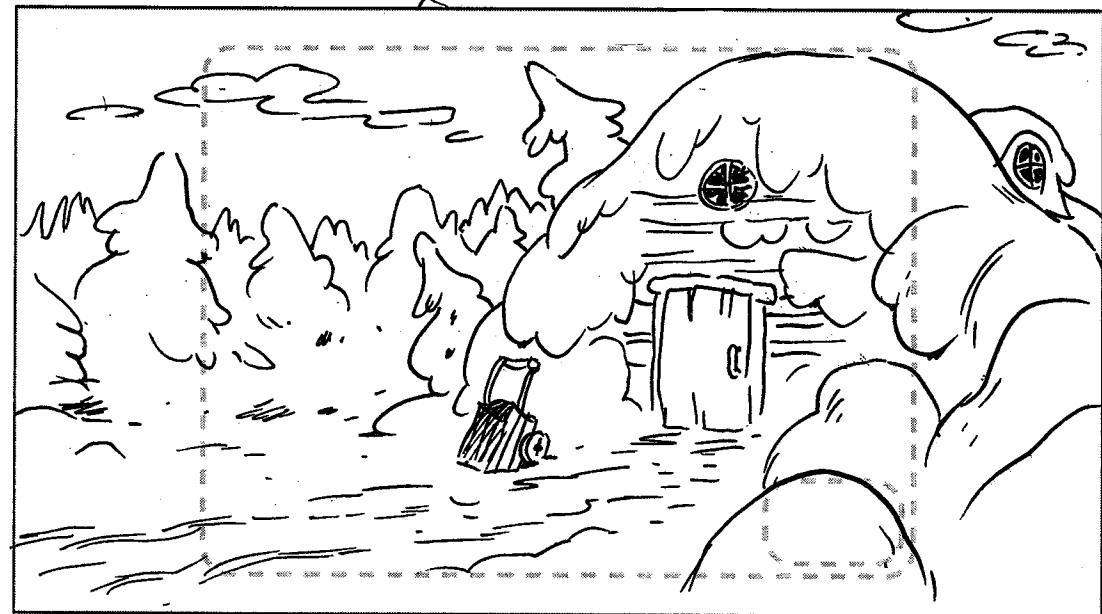
16

Pnl.

A

Bg.

day night



Sc.

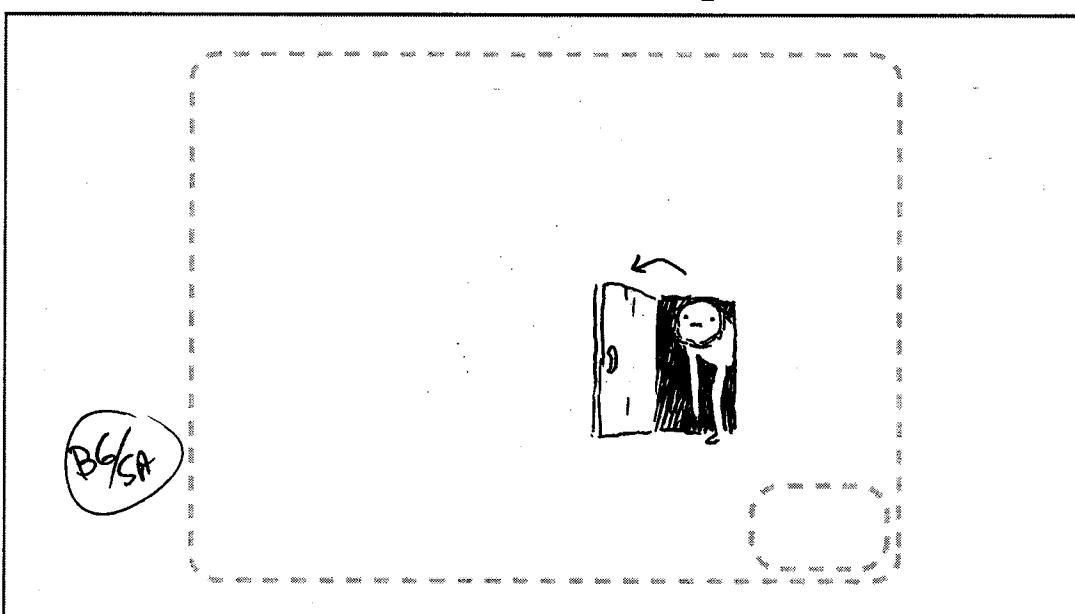
16

Pnl.

B

Bg.

day night



Page 27

100863

EPISODE #

26

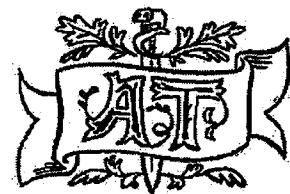
Dialog:

Action:

Timing:

Production :

# ADVENTURE TIME



Page 28

Sc.

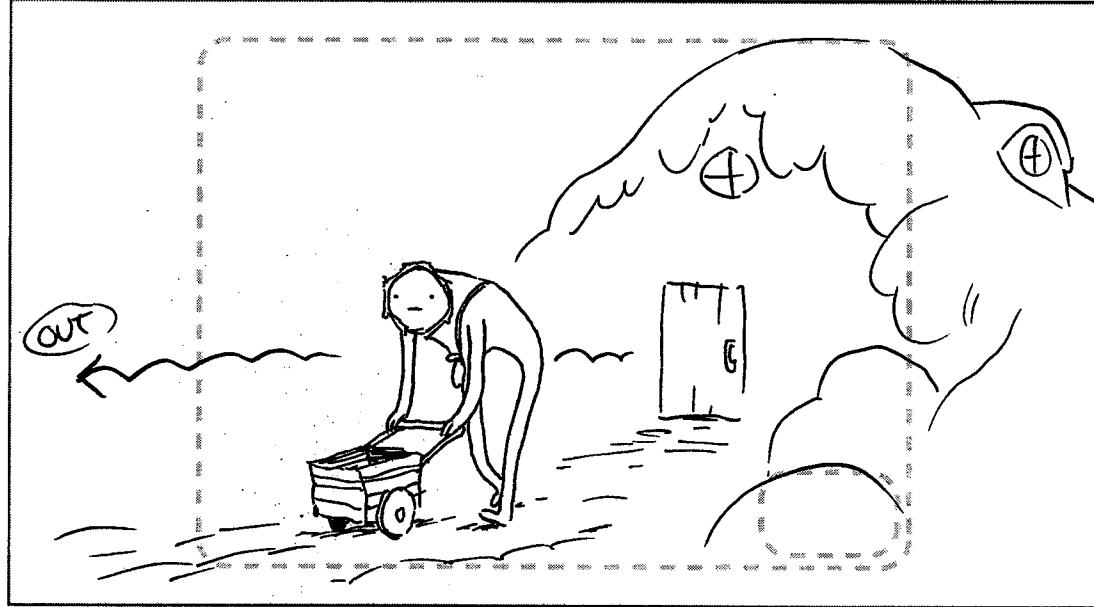
16

Pnl.

C

Bg.

day night



Sc.

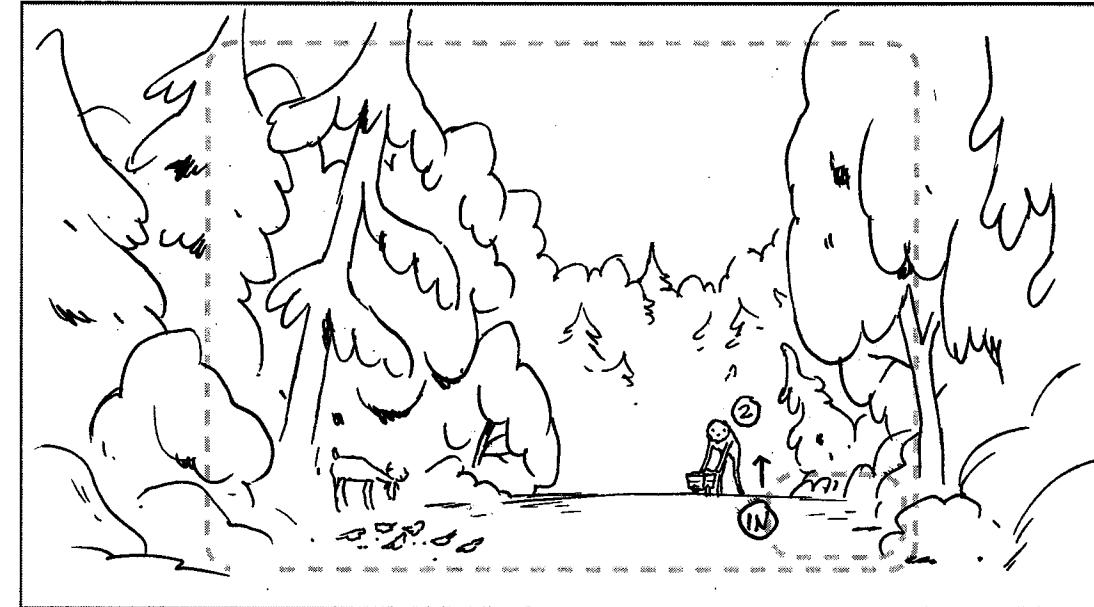
17

Pnl.

A

Bg.

day night



Dialog:

Action:

Timing:



EPISODE #

100863

27

Production :

# ADVENTURE TIME



Page 29

Sc.

17

Pnl.

B

Bg.

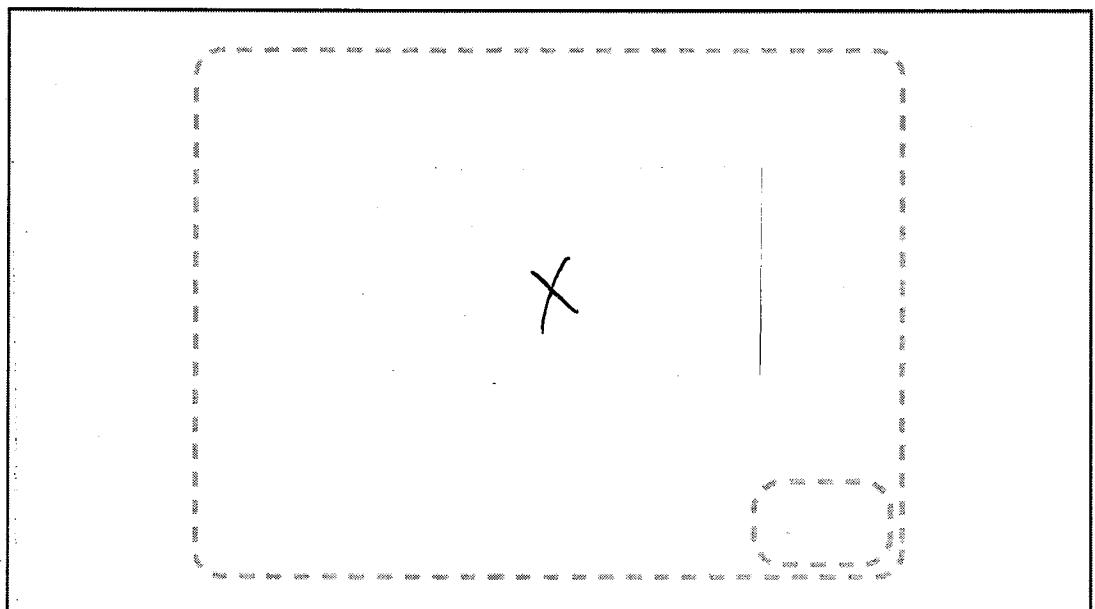
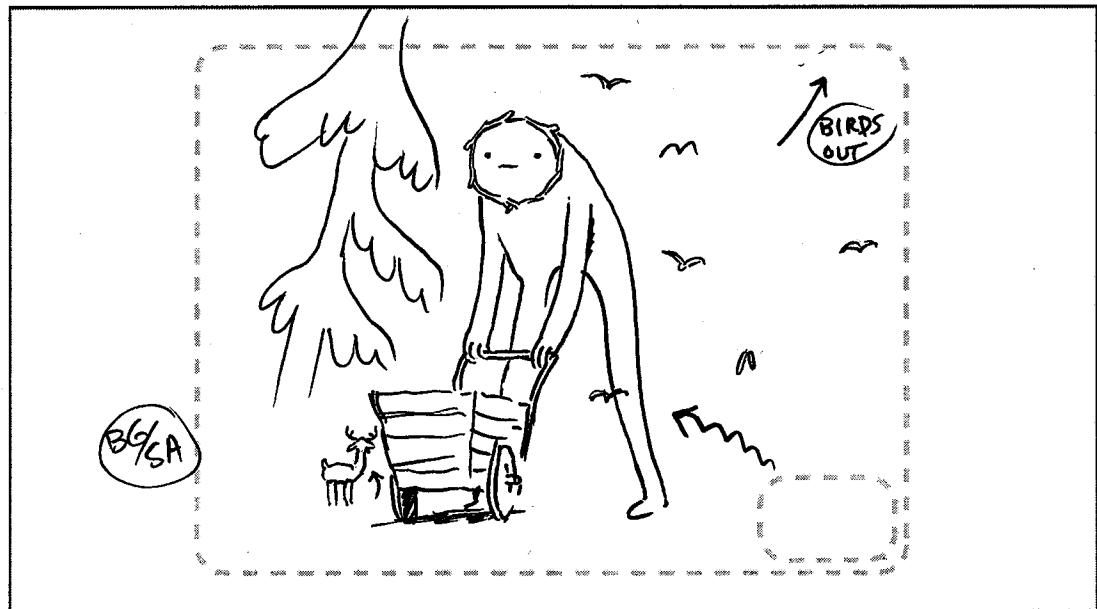
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action: Birds scatter as Golem passes

Timing:

Production :

100863

EPISODE #

78

# ADVENTURE TIME



Page 30

Sc.

18

Pnl. A

Bg.

day night



Sc.

18

Pnl. B

Bg.

day night



Dialog:

Ice King: HA HA! Invincible ice armor!

Action:

- PAN START -

- PAN END -

Timing:

EPISODE #

100863

Production :

29

# ADVENTURE TIME



Page 31

Sc.

18

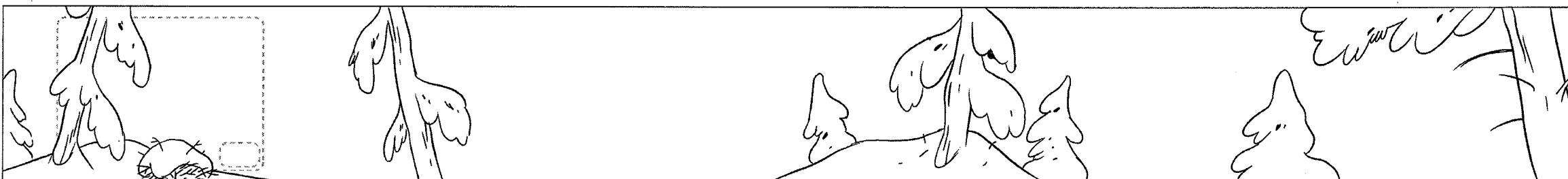
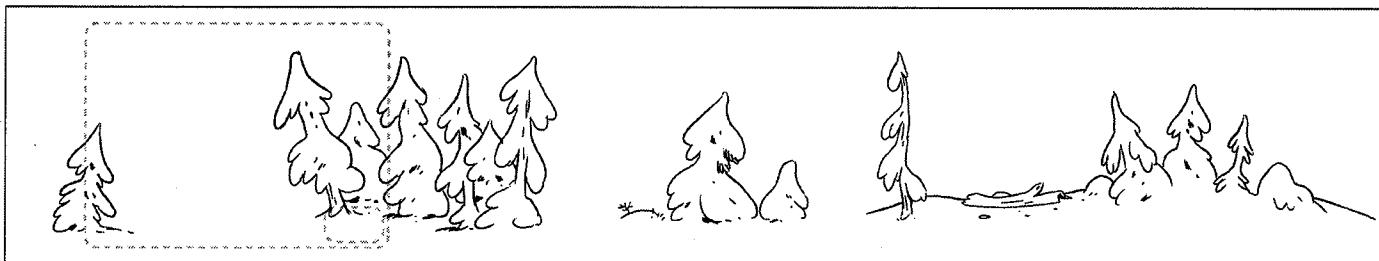
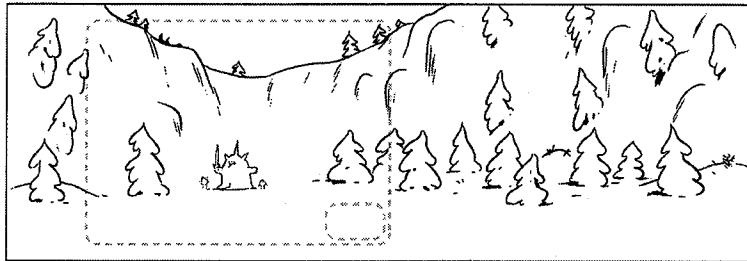
Pnl.

-

Bg.

day night

Sc.



100863

30

(I've got bigger images if you need 'em -)  
-Tom

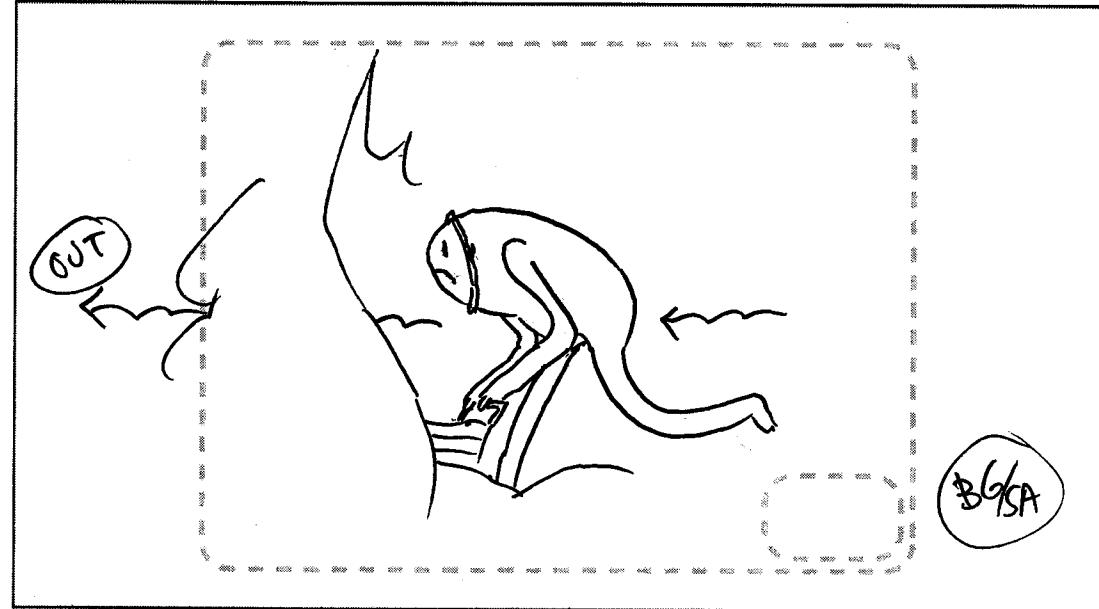
(plus I made an animated GIF of it too)  
↑  
(phil)

# ADVENTURE TIME

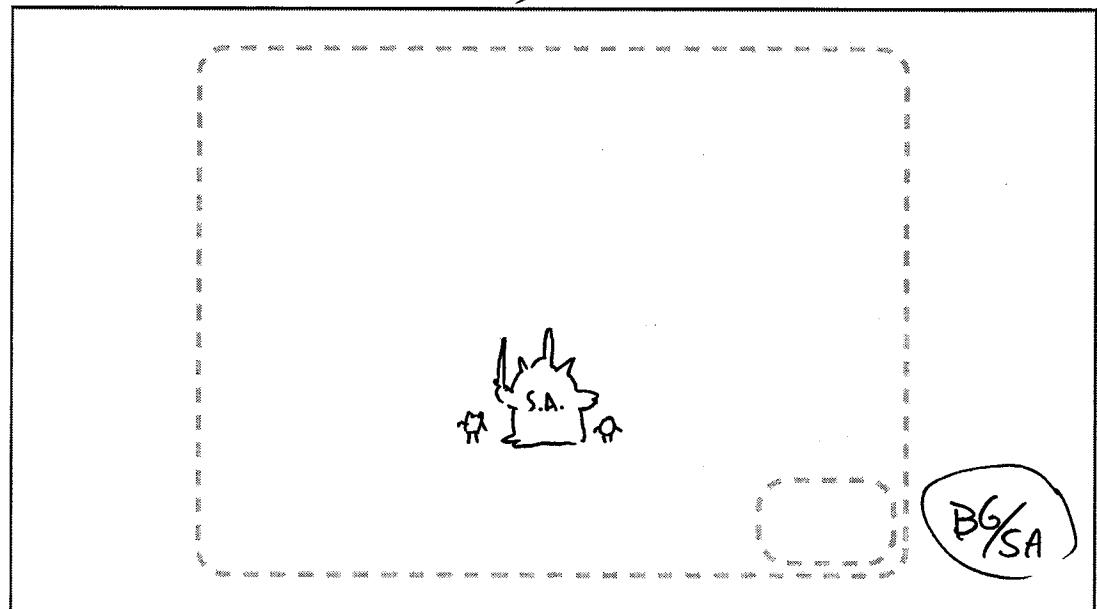


Page 32

Sc. 18 Pnl. C Bg. day night



Sc. 18 Pnl. D Bg. day night



Dialog:

A. **Ice King:** I'm unstoppable!

B. **GOLEM:** nyeh...

Action:

Golem is afraid - ducks and runs past Finn + Jake, hoping to not be noticed.

Timing:

**Ice King:** Go Ahead! Take a shot!

Production :

EPISODE # 100863

364

# ADVENTURE TIME



33

Page \_\_\_\_\_

Sc.

Pnl.

Bg.

day night

Sc.

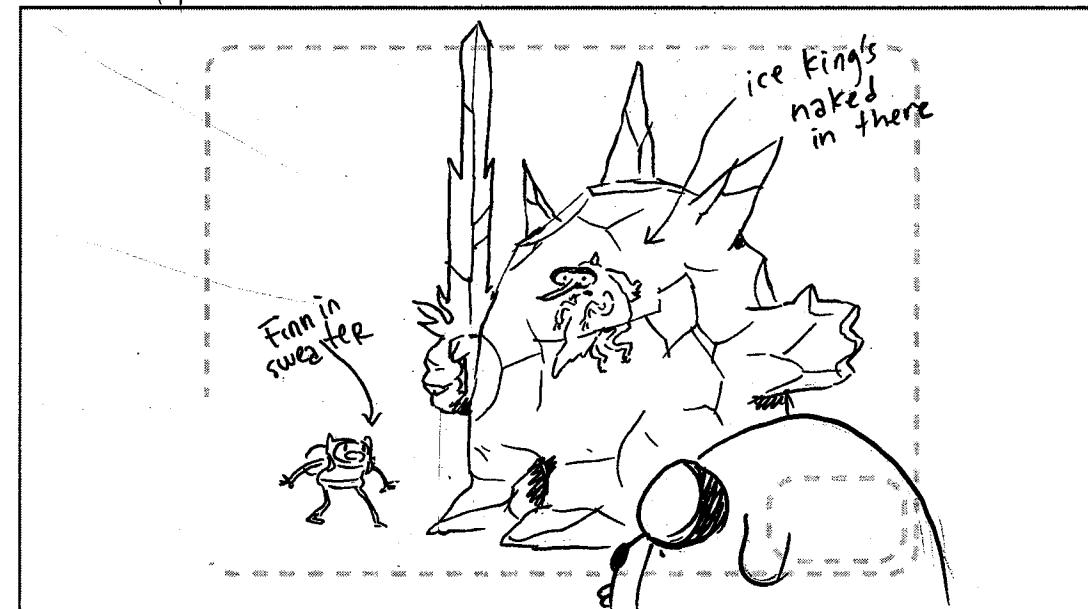
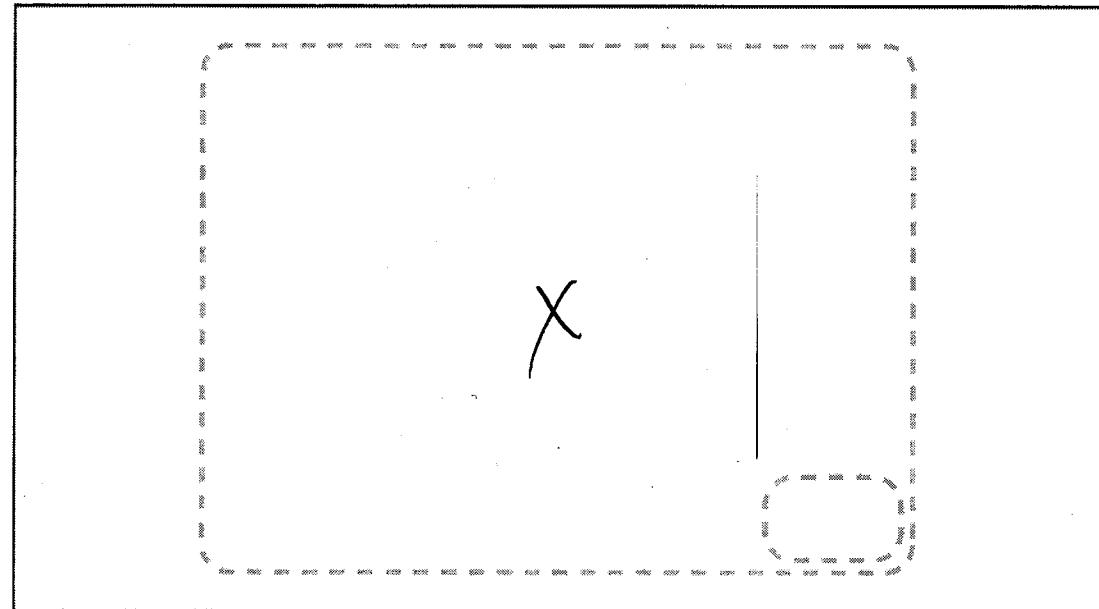
19

Pnl.

A

Bg.

day night



Dialog:

(Finn) YAAHHHH !

Action:

Timing:

100863

30 B

Production :

# ADVENTURE TIME



Page 34

Sc.

19

Pnl.

B

Bg.

day night

Sc.

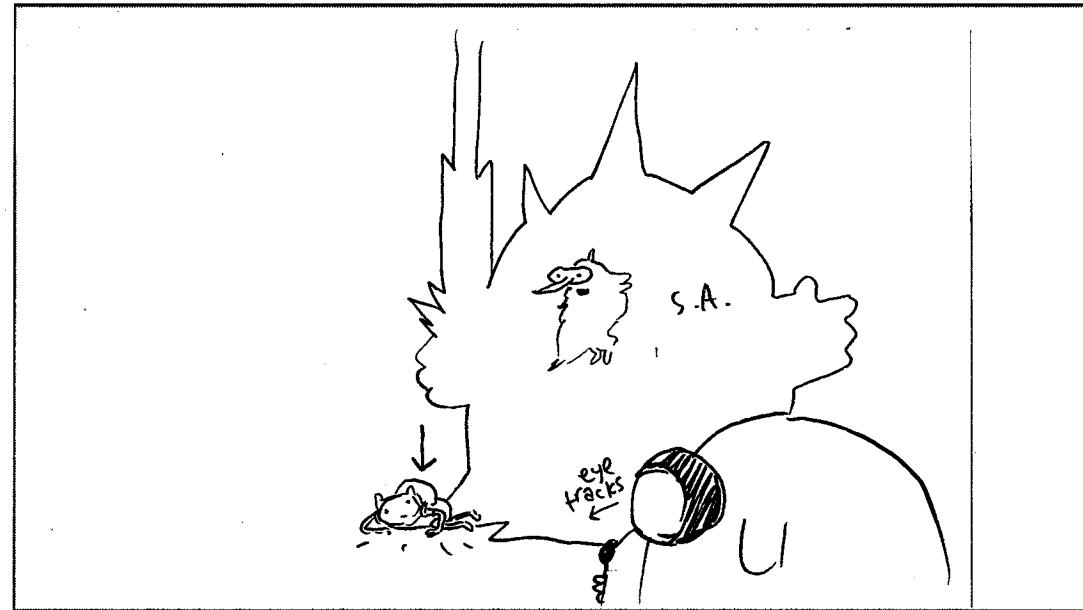
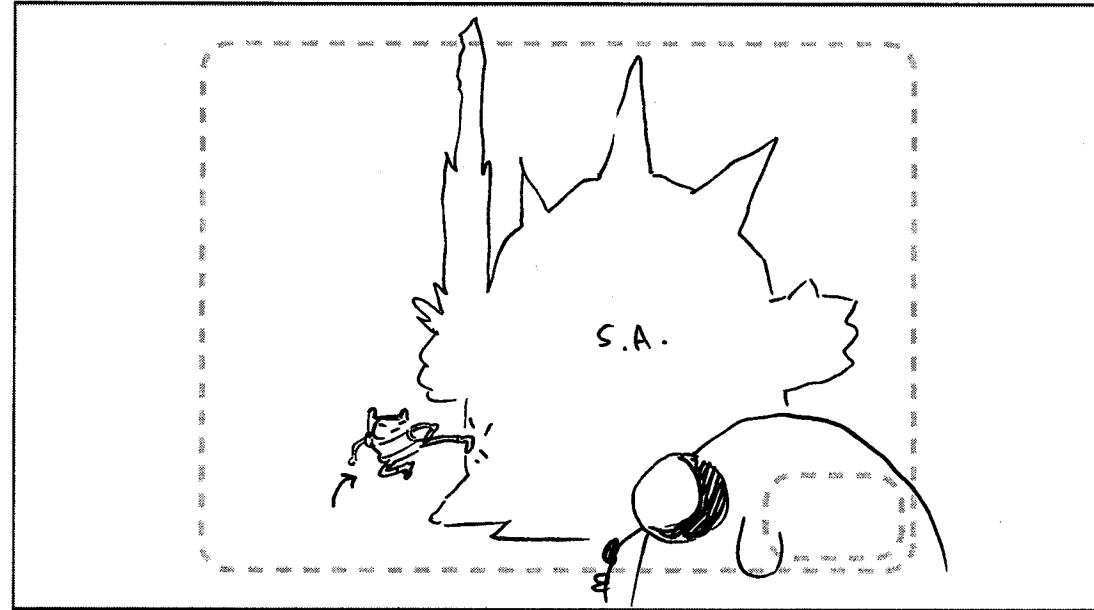
19

Pnl.

C

Bg.

day night



Dialog:

FINN: \* grunt \*

I K: HA HA! Not a scratch, boys,  
Not a scratch!

Action:

Timing:

Production :

100863

30C

# ADVENTURE TIME



Page 35

Sc.

19

Pnl.

D

Bg.

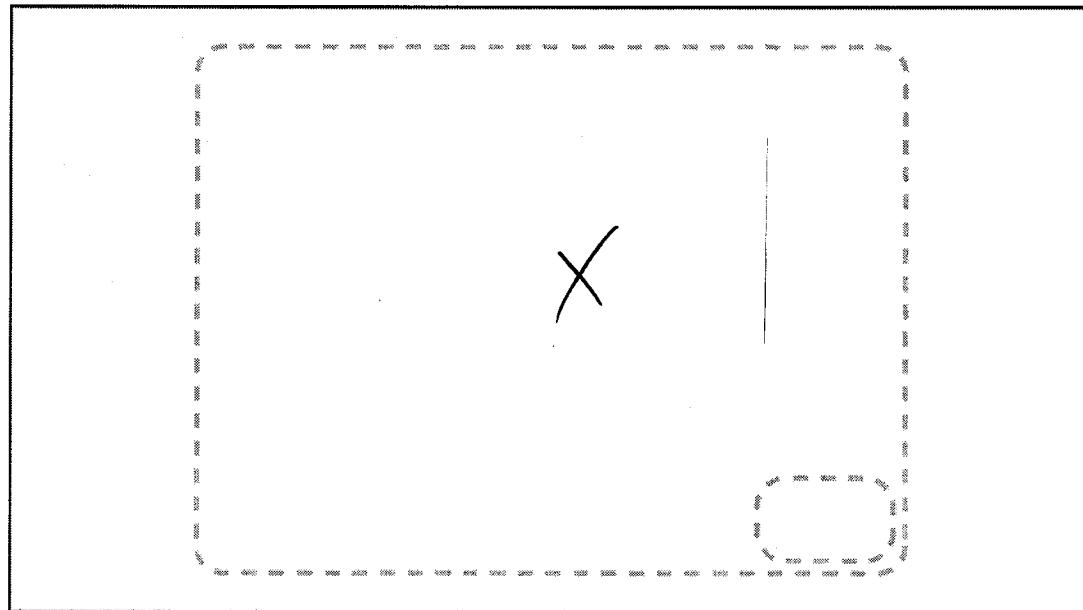
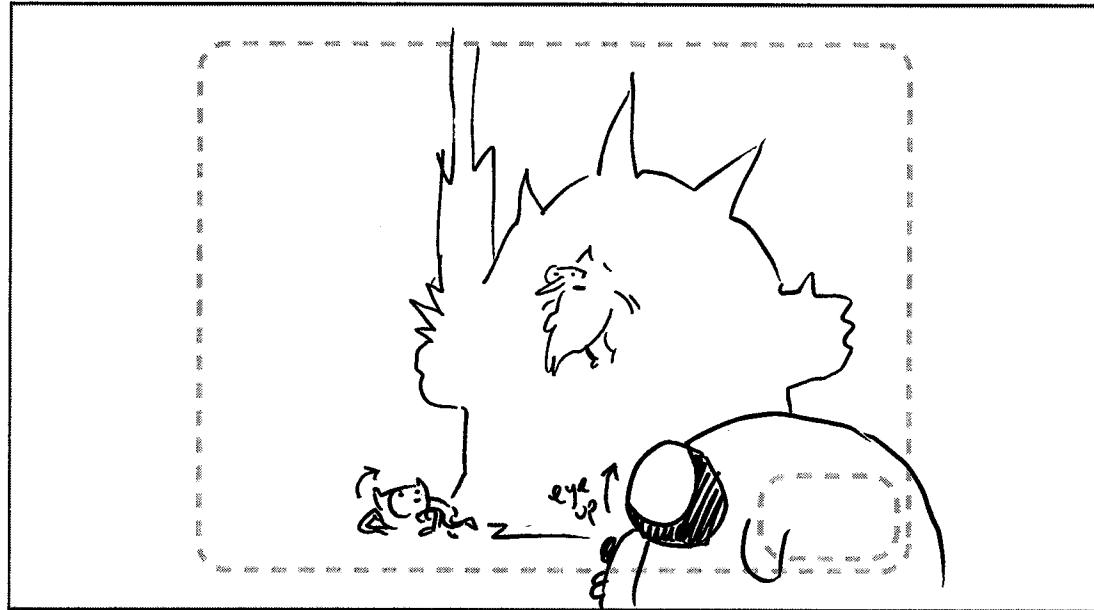
day night

Sc.

Pnl.

Bg.

day night



EPISODE # 100863

30 D

Dialog:

(Ice King:) it's MY time to shine!

Action:

Timing:

Production :

# ADVENTURE TIME



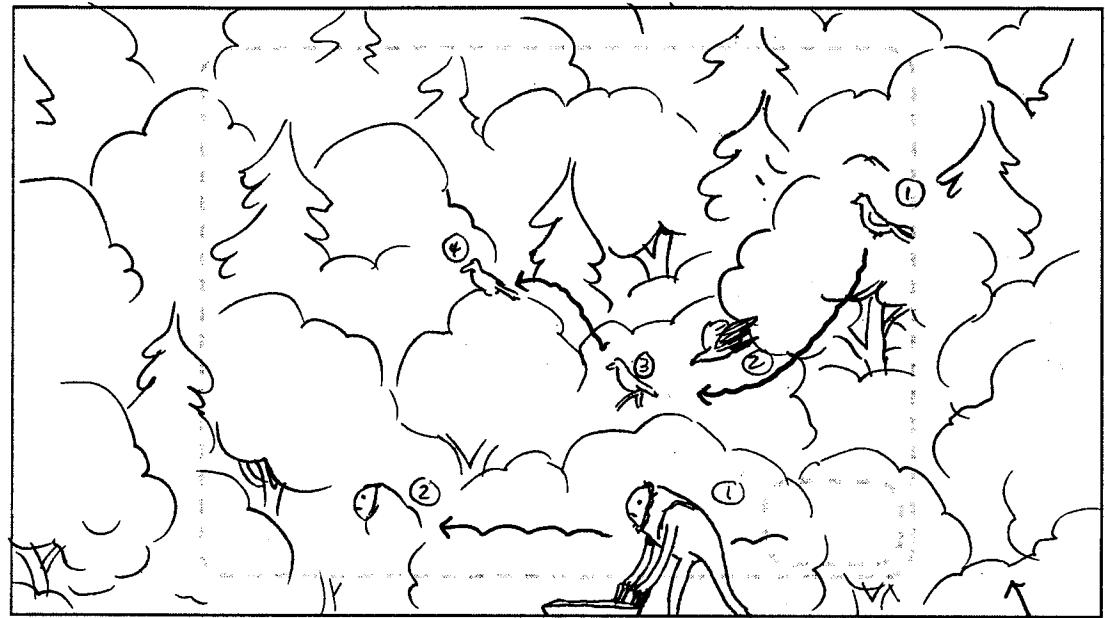
Sc.

20

Pnl. A

Bg.

day night



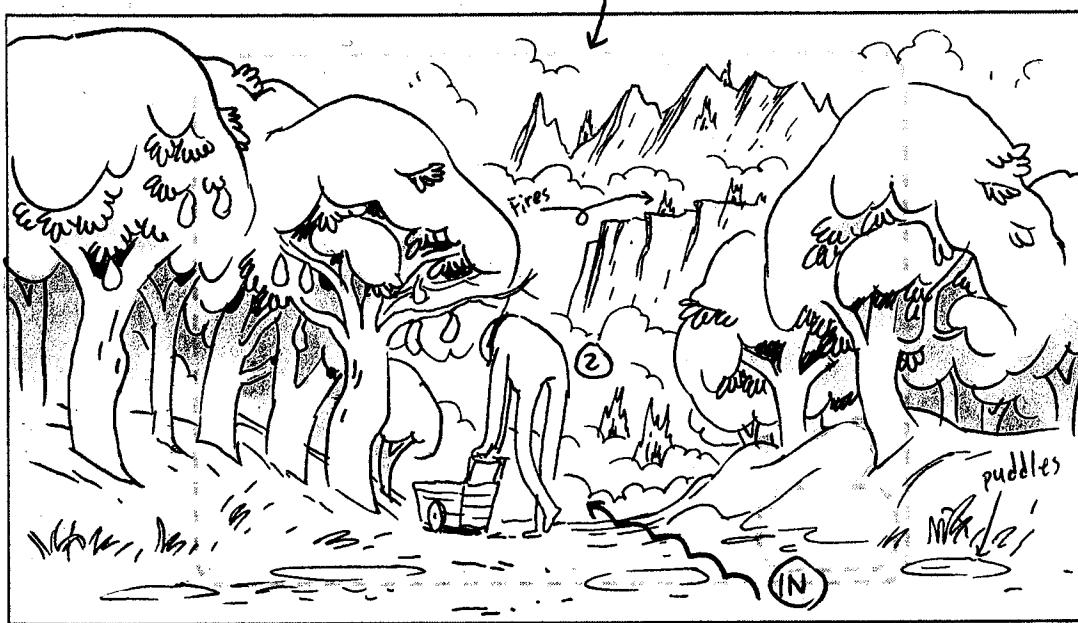
Sc.

21

Pnl. A

Bg.

day night



Dialog:

SFX: \* babbling brook \*

all trees -  
- NO sky  
- NO ground

Action:

Bird flies along side of Golem, pausing on ③

Timing:



Production:

EPISODE # 100863

31

# ADVENTURE TIME



Page 37

Sc.

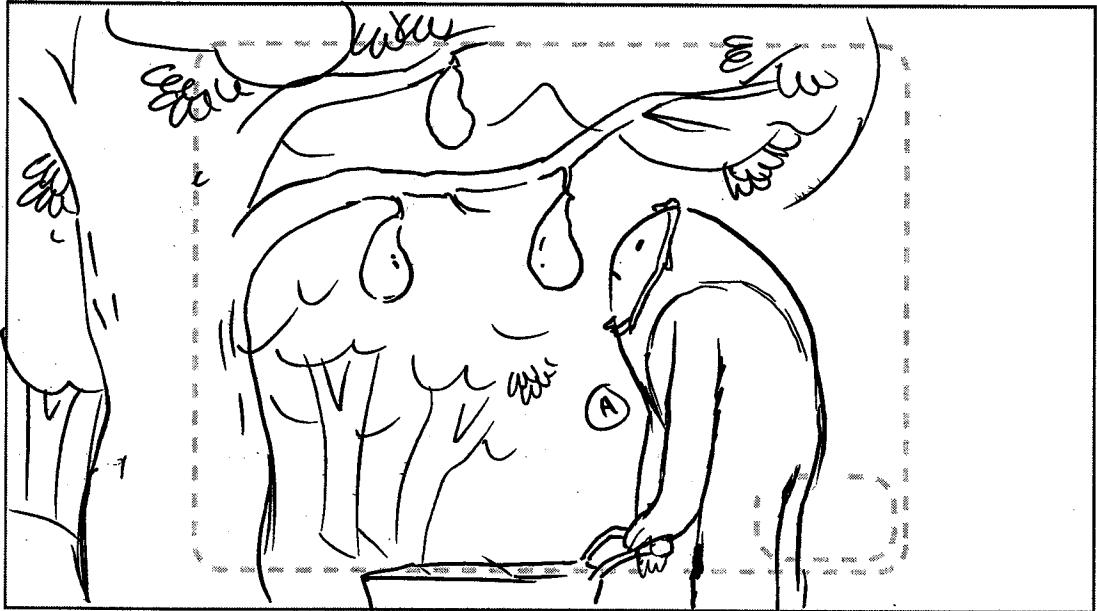
22

Pnl.

A

Bg.

day night



Sc.

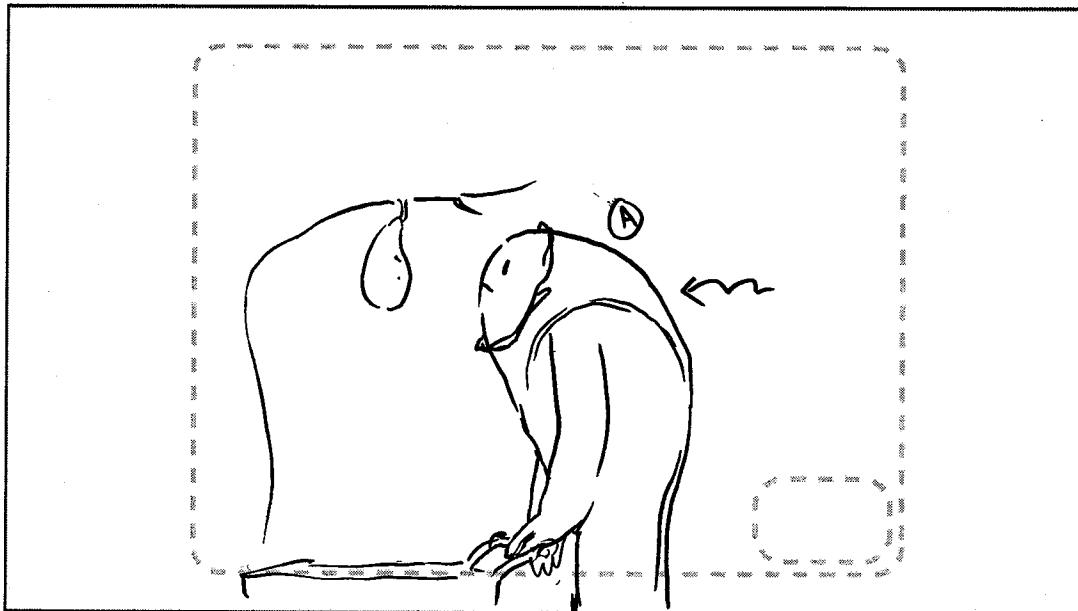
22

Pnl.

B

Bg.

day night



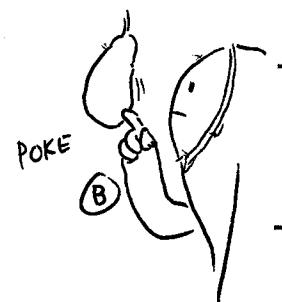
Dialog:

32

Action:

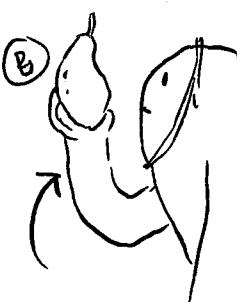
(A) (B) (A)

Golem pokes at pear



POKE

Golem steps forward to inspect another pear.



Timing:

Production :

100863

# ADVENTURE TIME



Page 38

Sc.

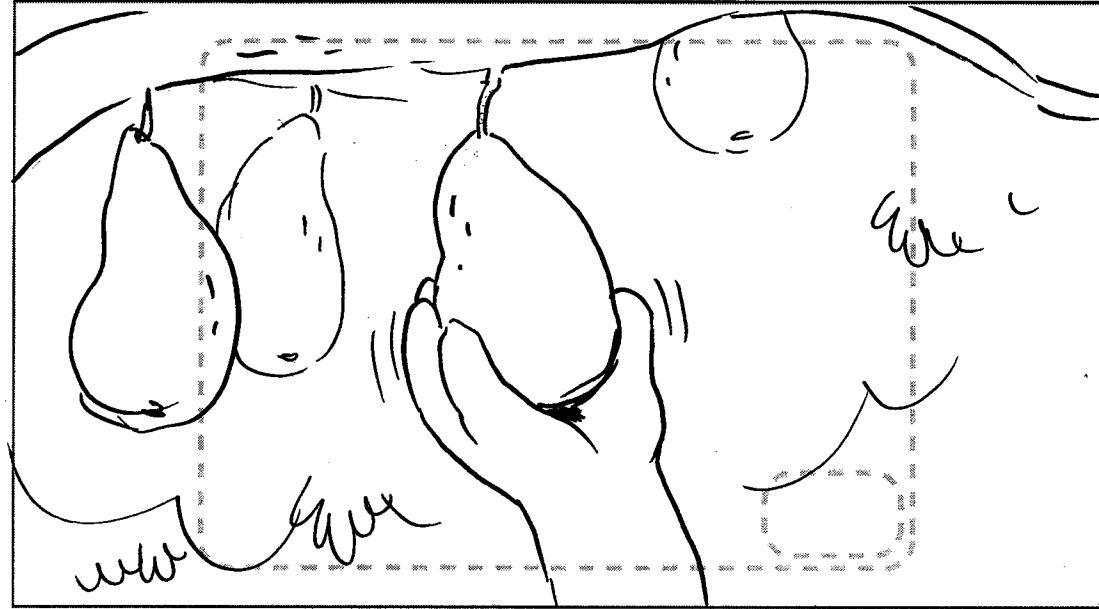
23

Pnl.

A

Bg.

day night



Sc.

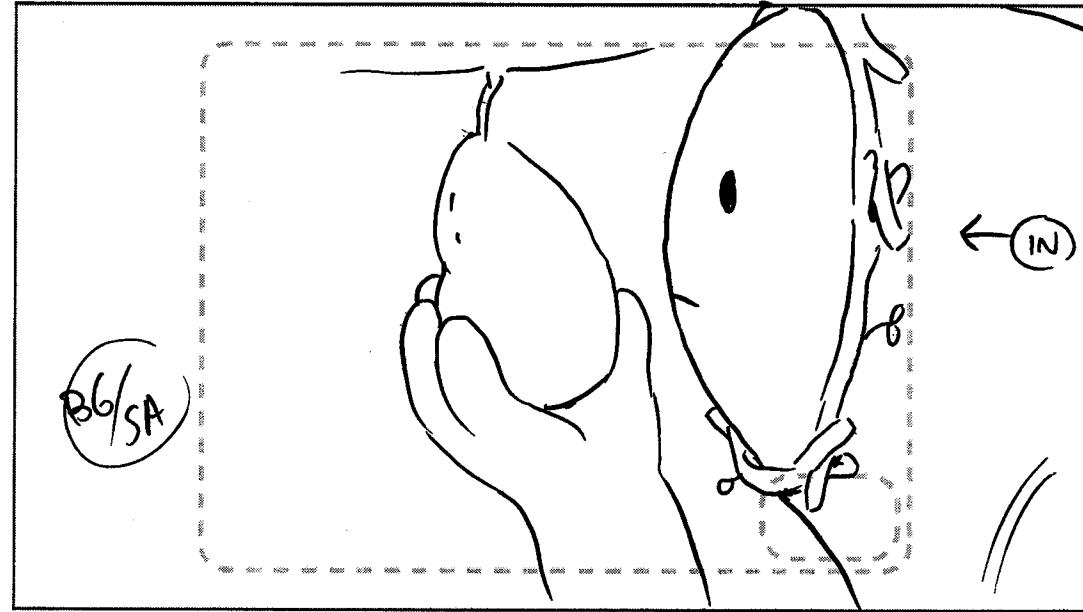
23

Pnl.

B

Bg.

day night



Dialog:

(GOLEM:) \* sniff sniff \*

Action:  
gently squeezes pear twice

Golem sniffs pear

Timing:

EPISODE #

Production :

100863

33

# ADVENTURE TIME



Page 39

Sc.

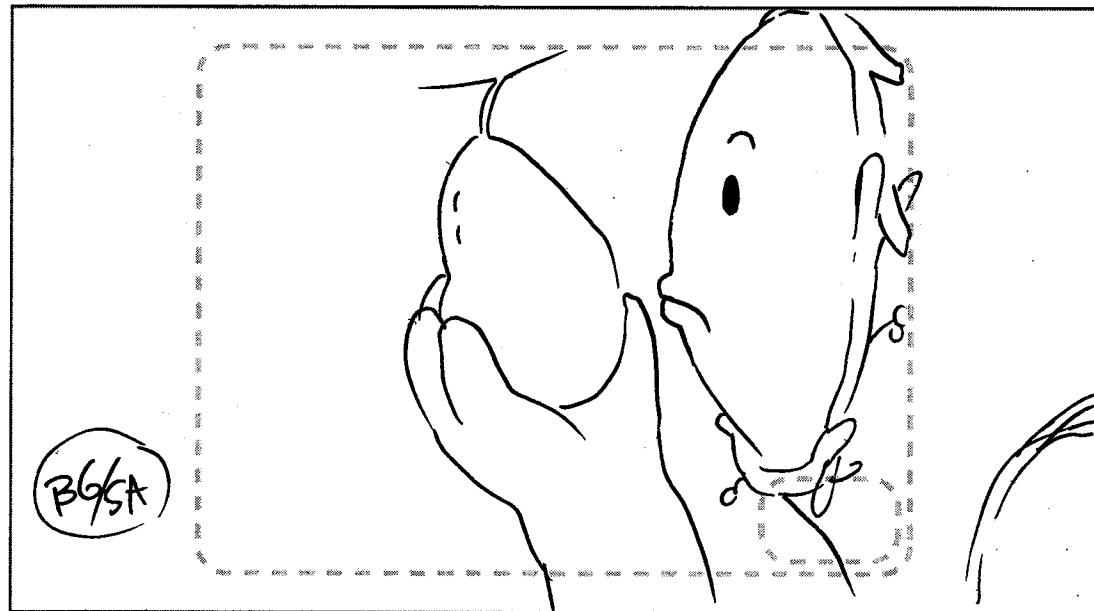
23

Pnl.

C

Bg.

day night



Sc.

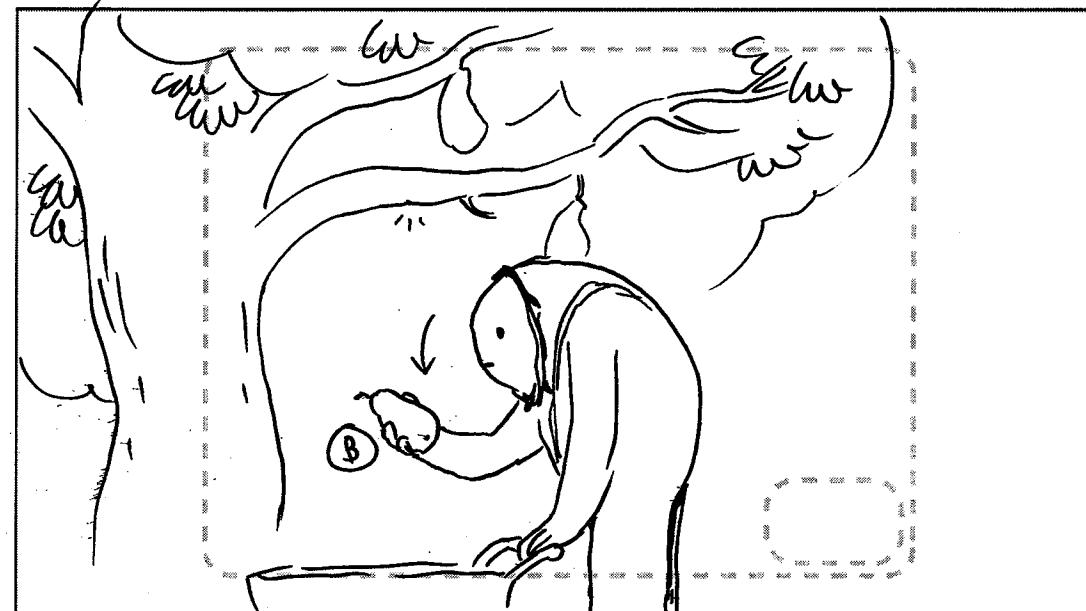
24

Pnl.

A

Bg.

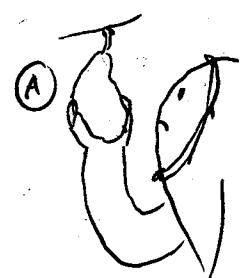
day night



Dialog:

Action:

— PAUSE for a beat on **B**



Timing:

Production :

100863

EPISODE #

34

# ADVENTURE TIME



Page 40

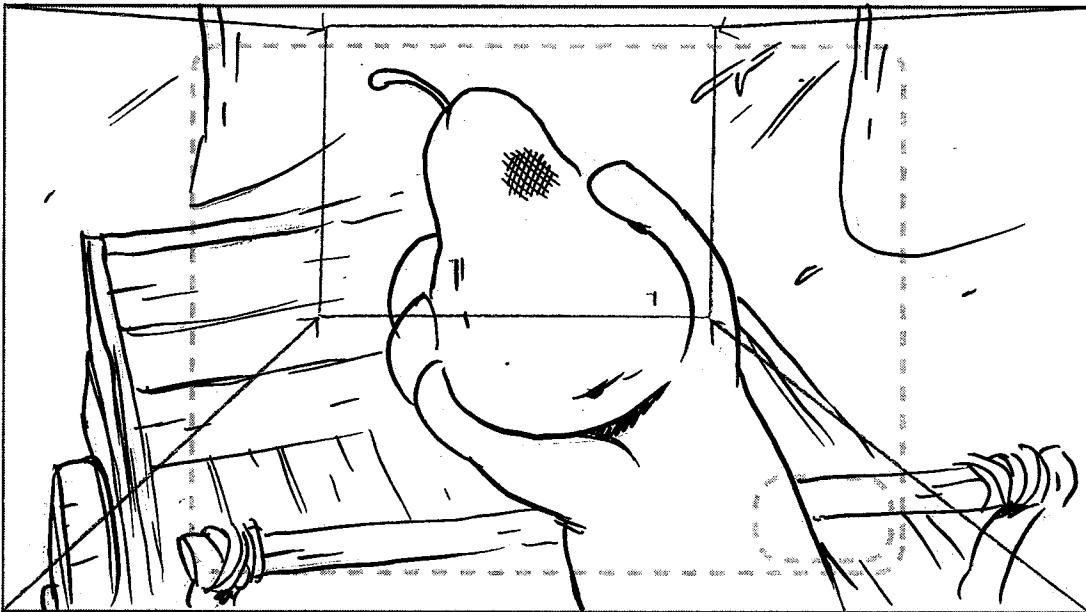
Sc.

25

Pnl. A

Bg.

day night



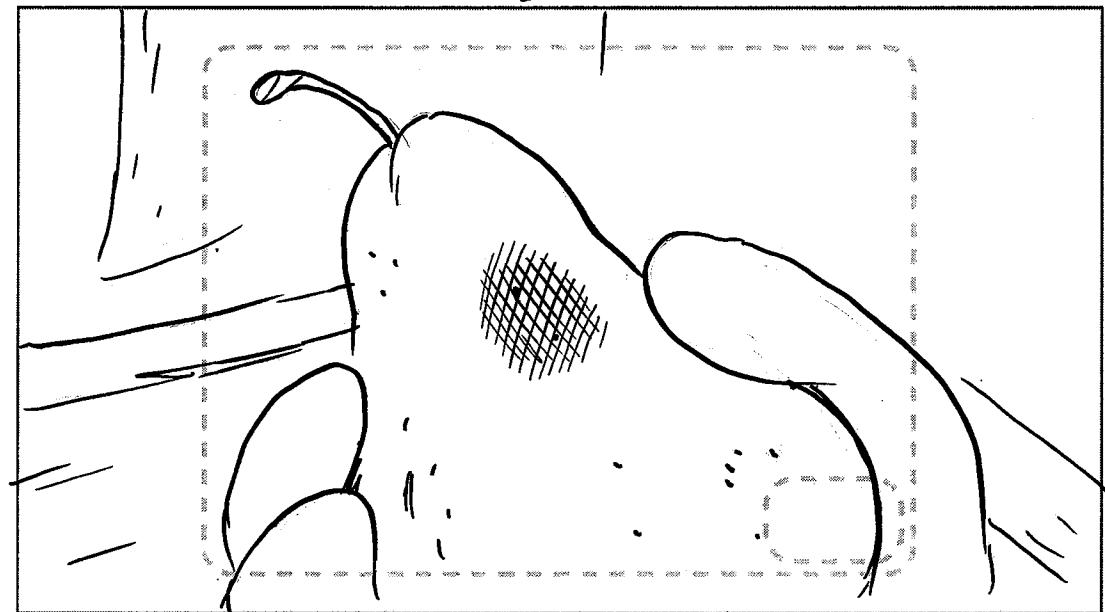
Sc.

25

Pnl. B

Bg.

day night



Dialog:

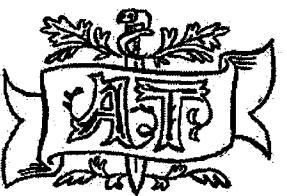
55

Action:

Production :

Timing:

# ADVENTURE TIME



Page 41

Sc.

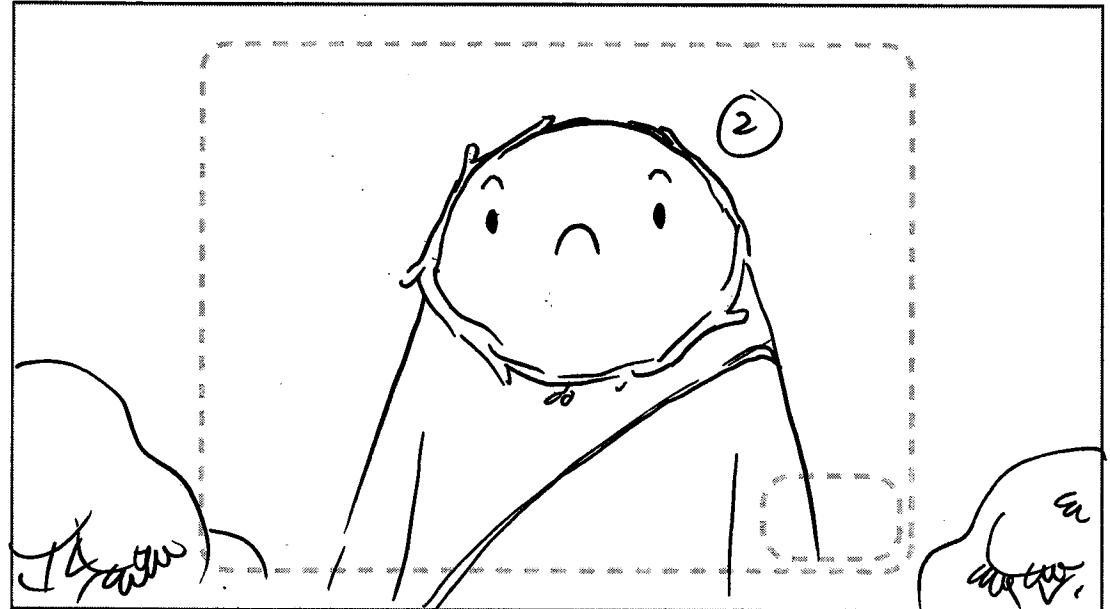
26

Pnl.

A

Bg.

day night



Sc.

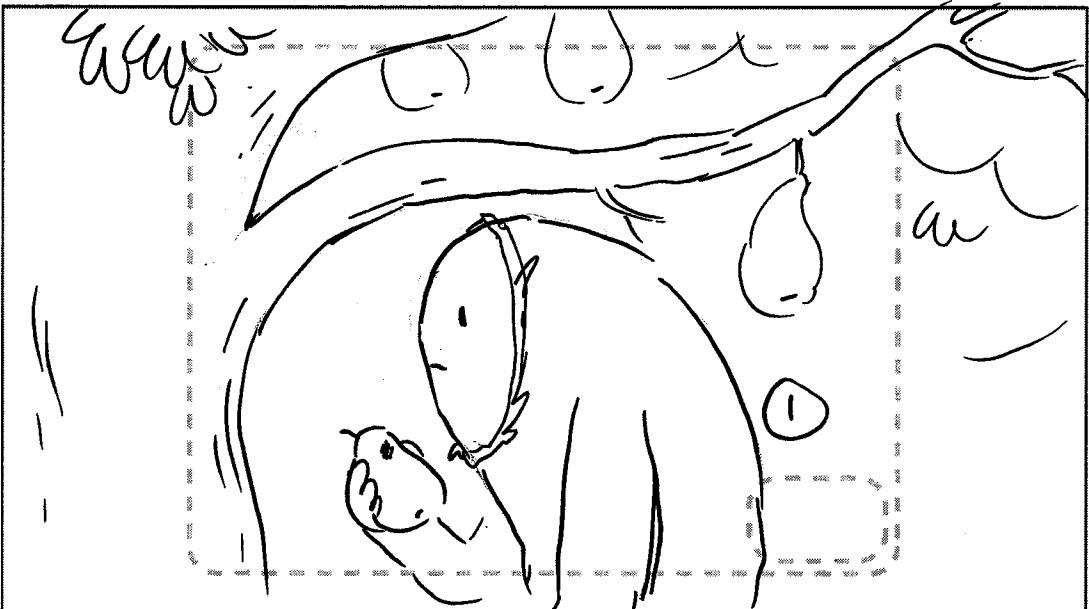
27

Pnl.

A

Bg.

day night



Dialog:

36

Action:



Timing:

Production :

EPISODE # 100863

# ADVENTURE TIME



Page 42

Sc.

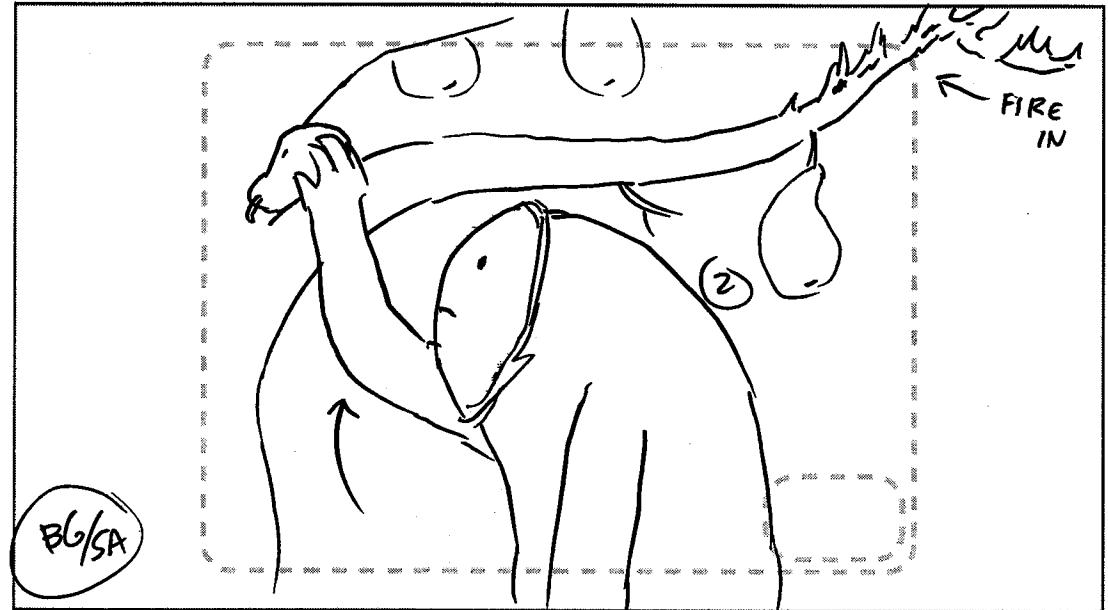
27

Pnl.

B

Bg.

day night



Sc. 27

Pnl.

C

Bg.

day night



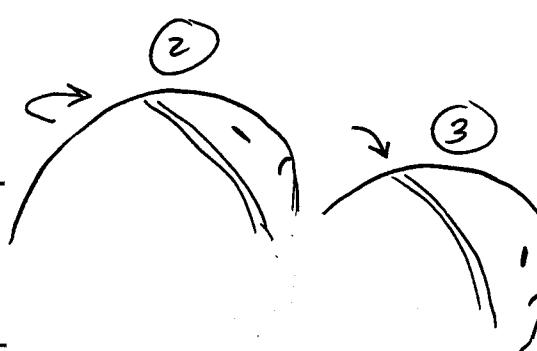
Dialog:

Action:

- Golem puts bruised pear back in tree.
- Tree starts burning.

① - Golem notices  
burning tree  
③ - looks down at wolves

Timing:



Production :

100863

37

# ADVENTURE TIME



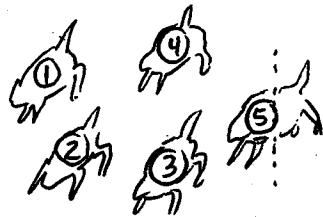
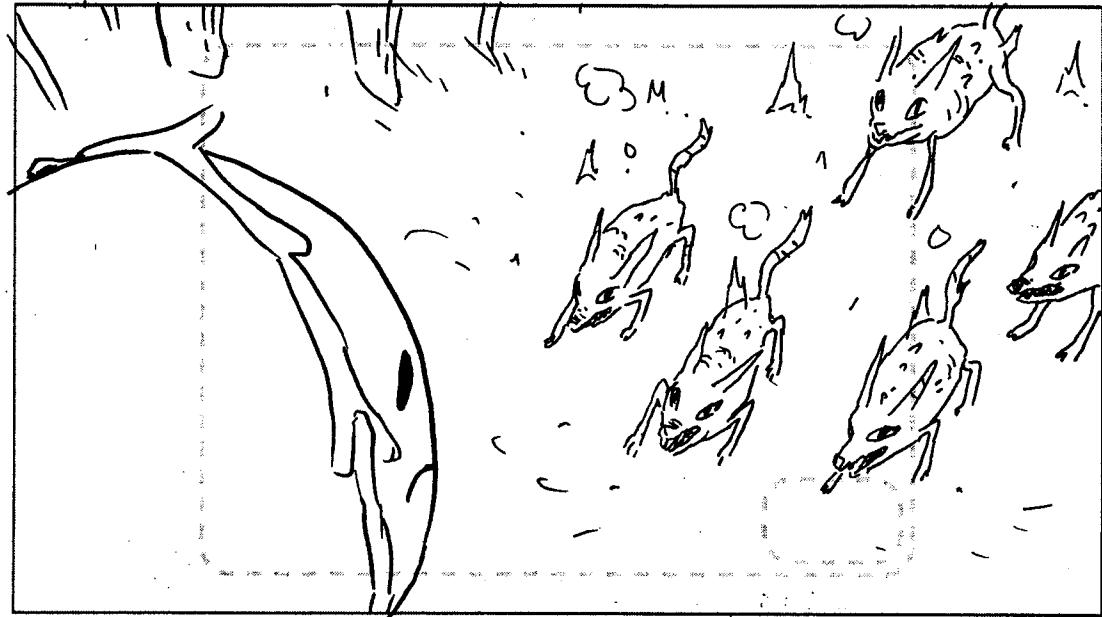
Page 43

Sc. 28

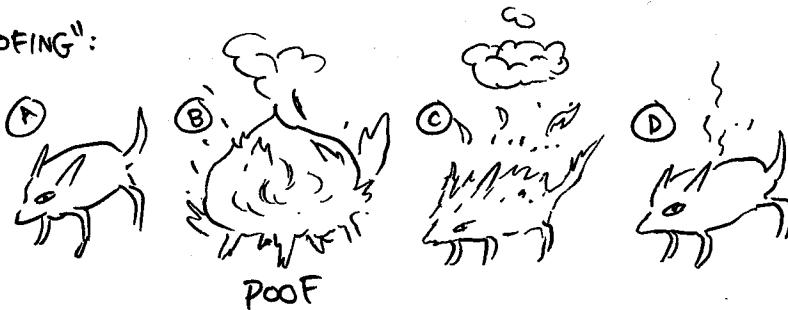
Pnl. A

Bg.

day night



"POOFING":



## Dialog:

(WOLF #2: )<sup>②</sup> GRRROWL

## Action:



## Timing:

WOLF: (2) ... (poof) ..... (B) .....  
(1) ..... (poof) .....  
(5) ..... (poof) .....  
(4) ..... (poof)

Production :

100863

EPISODE #

38

# ADVENTURE TIME



44

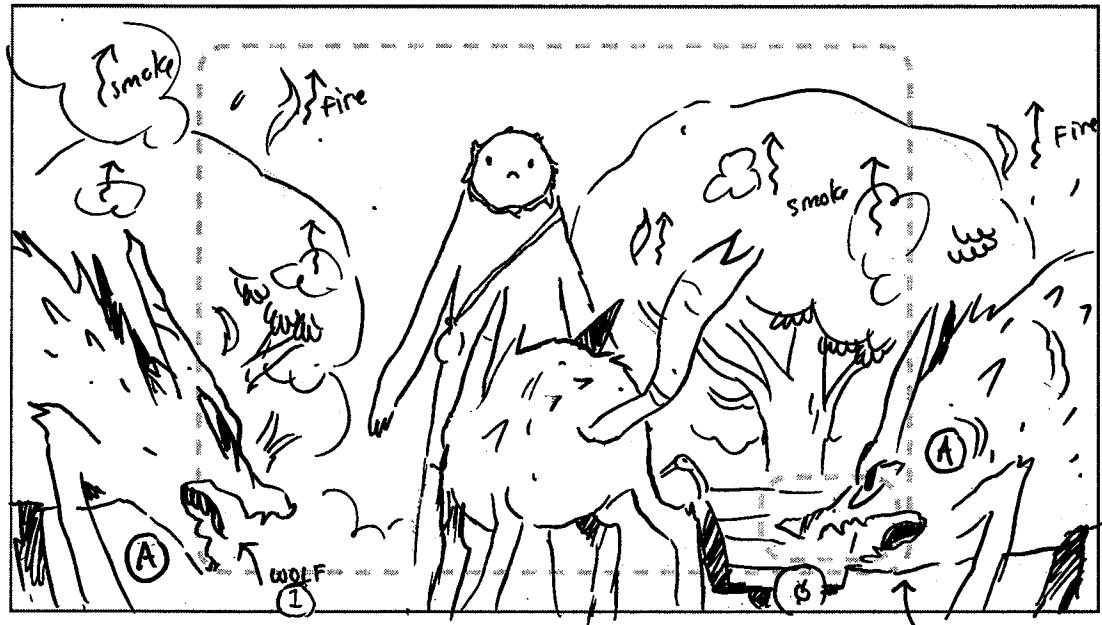
Page

Sc. 29

Pnl. A

Bg.

day night

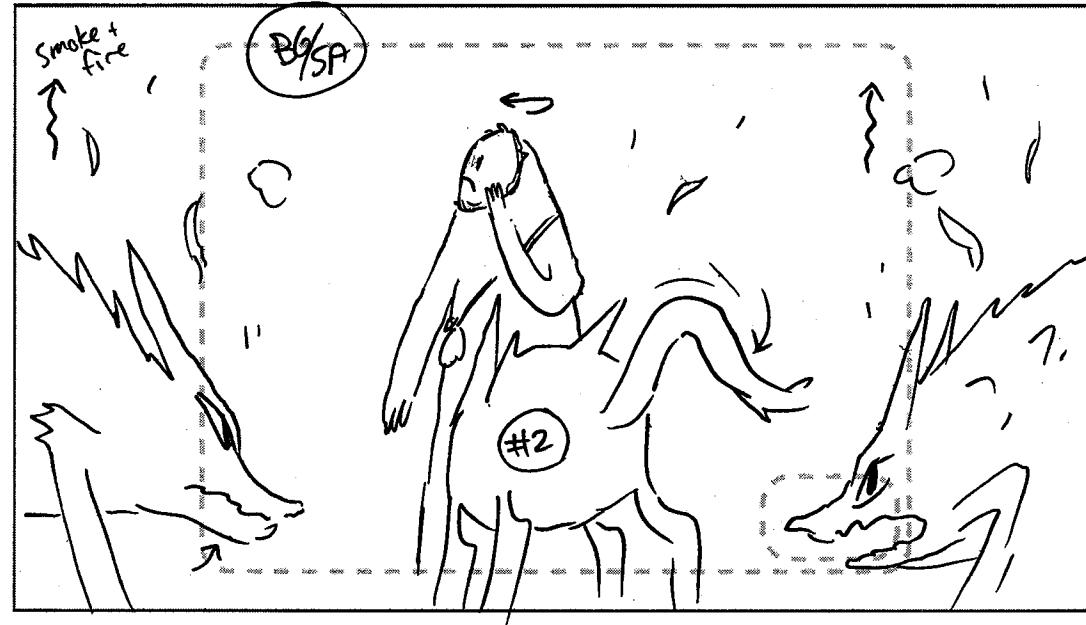


Sc. 29

Pnl. B

Bg.

day night

**Dialog:**

SFX: \* POOF \*

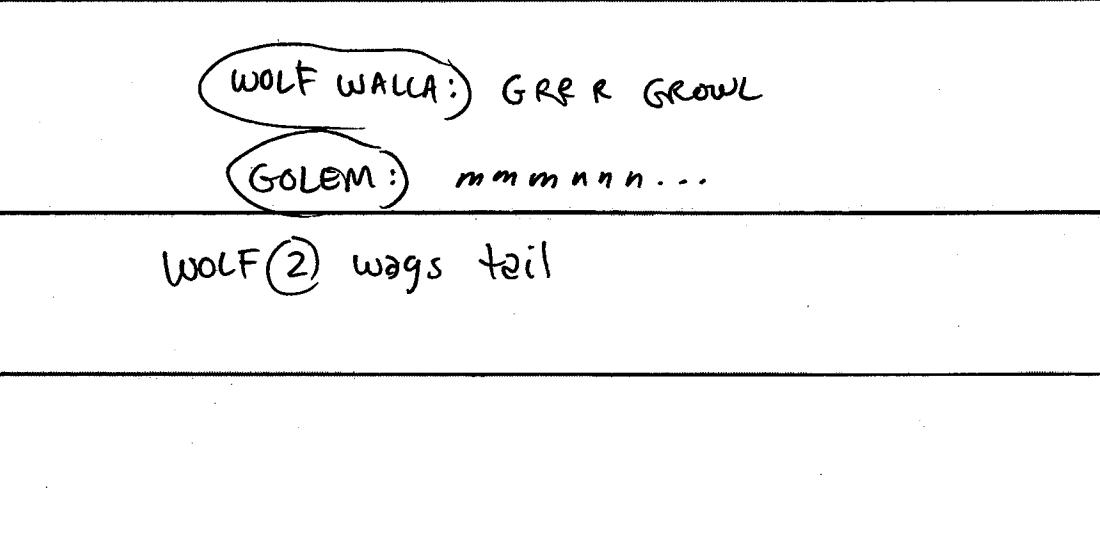
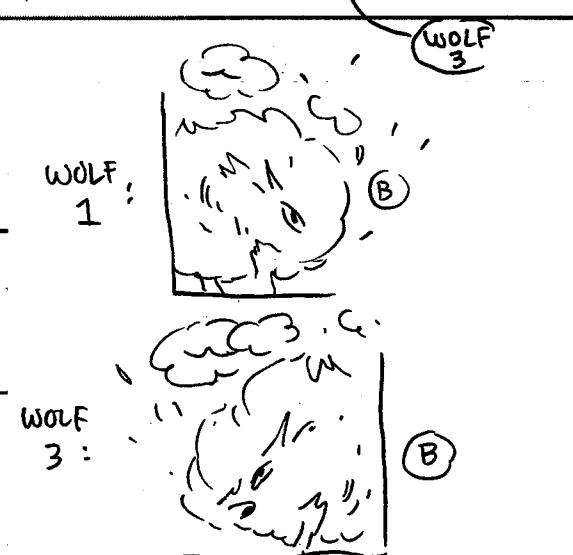
SFX: \* POOF \*

WOLF WALLA: GRR GROWL

Action: W# 1: (A)(B)(A) - pause - W# 3 (A)(B)(A)

flames + smoke rise off wolves

Timing: throughout scene



100863

EPISODE #

34

Production :

# ADVENTURE TIME



Page 45

Sc.

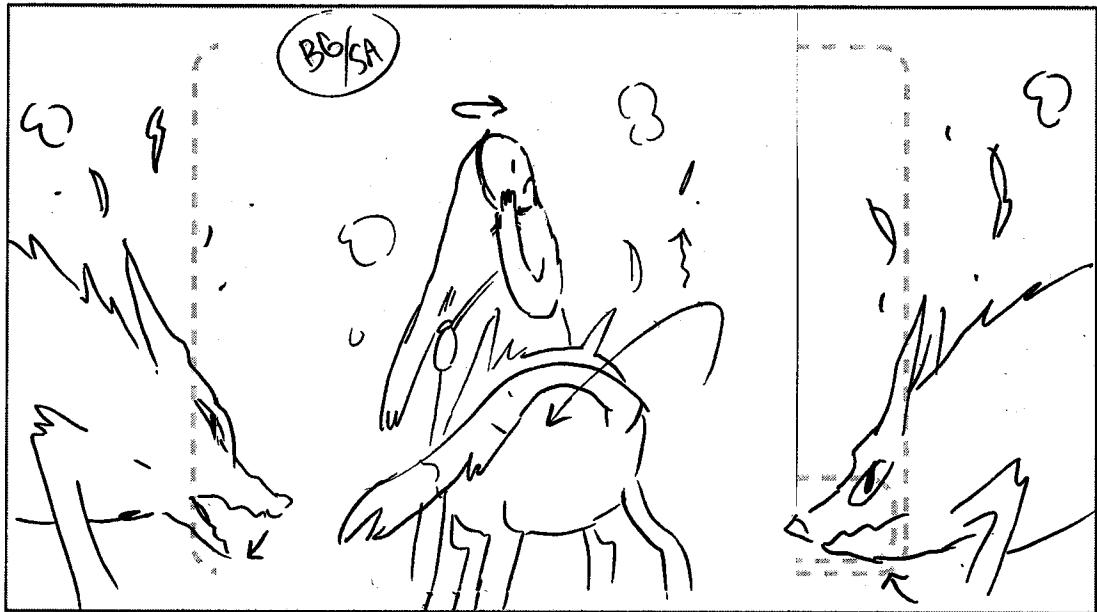
29

Pnl.

C

Bg.

day night



Sc.

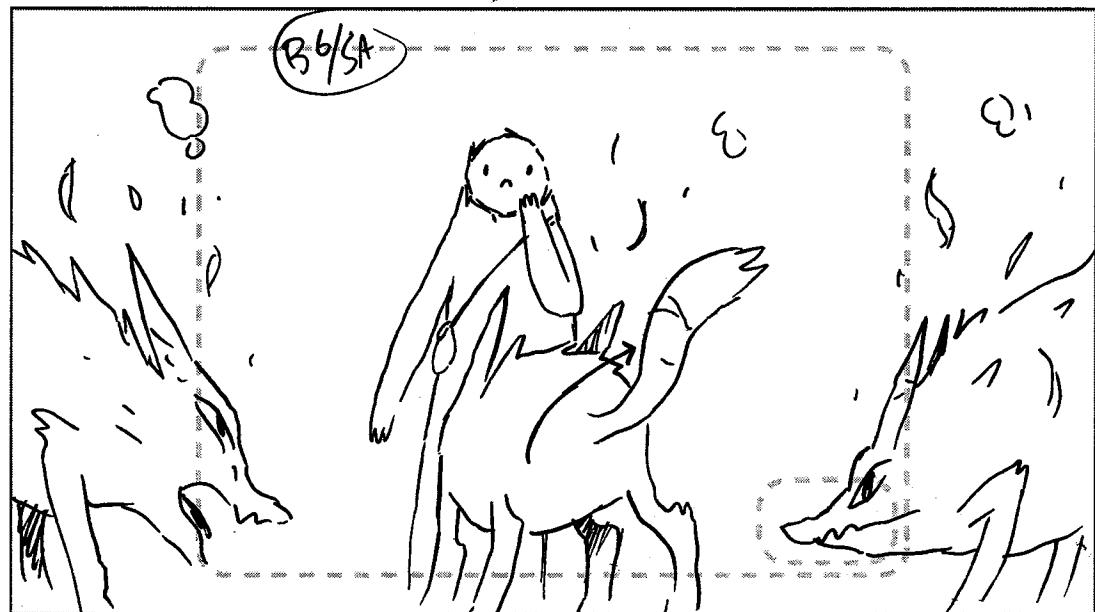
29

Pnl.

D

Bg.

day night



Dialog:

(WOLF WALLA:) grr growl

(GOLEM:) mmmmm - ..

(GOLEM:) mmmmm...

(WOLF WALLA:) grr growl

Action:

Timing:

EPISODE #

Production :

100863

46

# ADVENTURE TIME



Page 46

Sc. 30

Pnl.

A

Bg.

day night



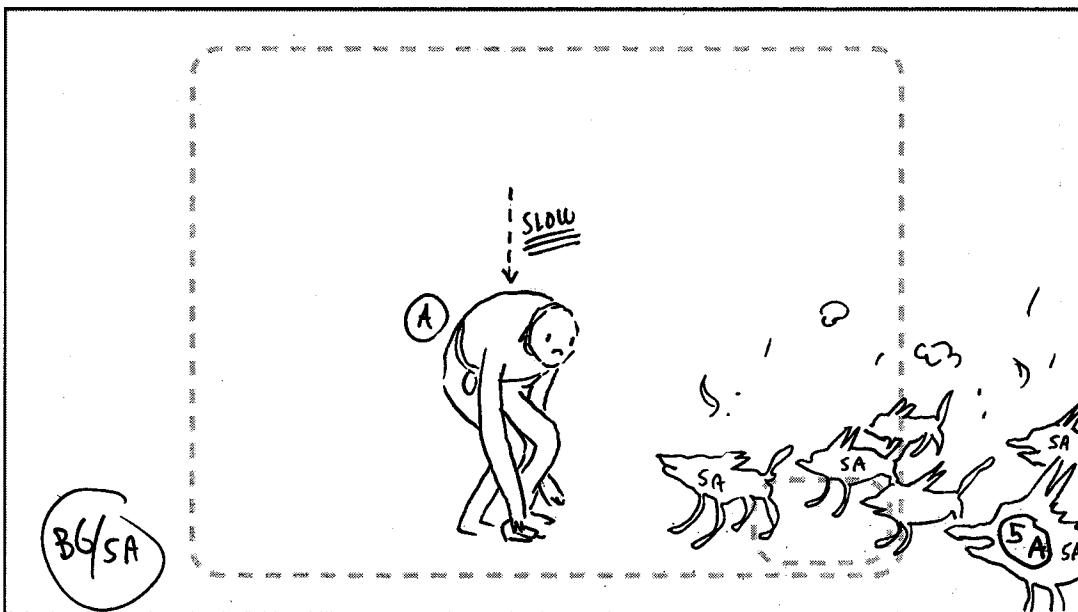
Sc. 30

Pnl.

B

Bg.

day night

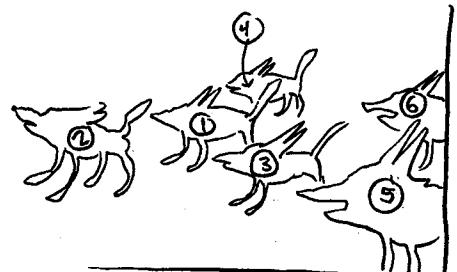
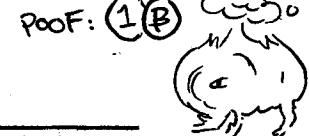


Dialog:

WOLVES WALLA: grr growl (1)A

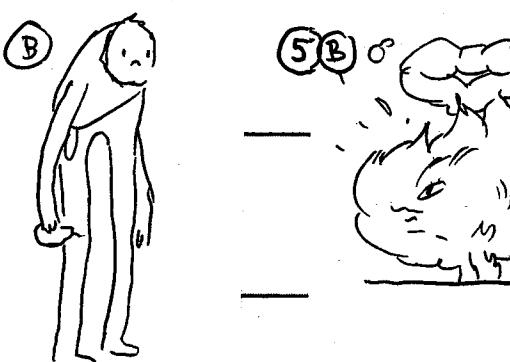
WOLVES: growl walls

Action:



Timing:

Golem bends down  
VERY SLOWLY and  
picks up pear. He's  
trying not to  
startle the wolves.



EPISODE #

100863

41

Production :

# ADVENTURE TIME



Page 47

Sc.

30

Pnl. C

Bg.

day night

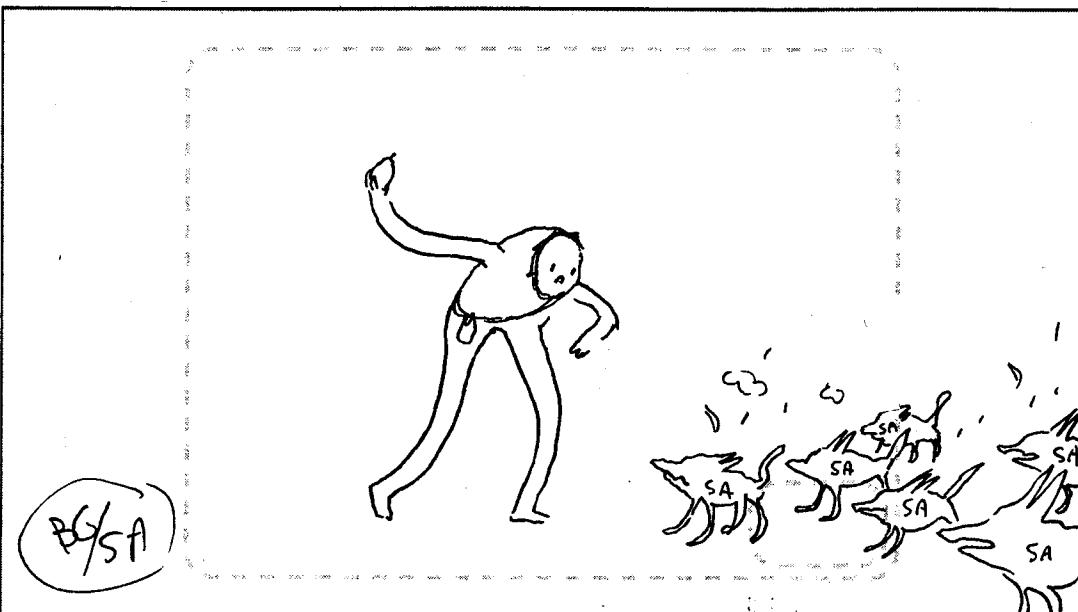
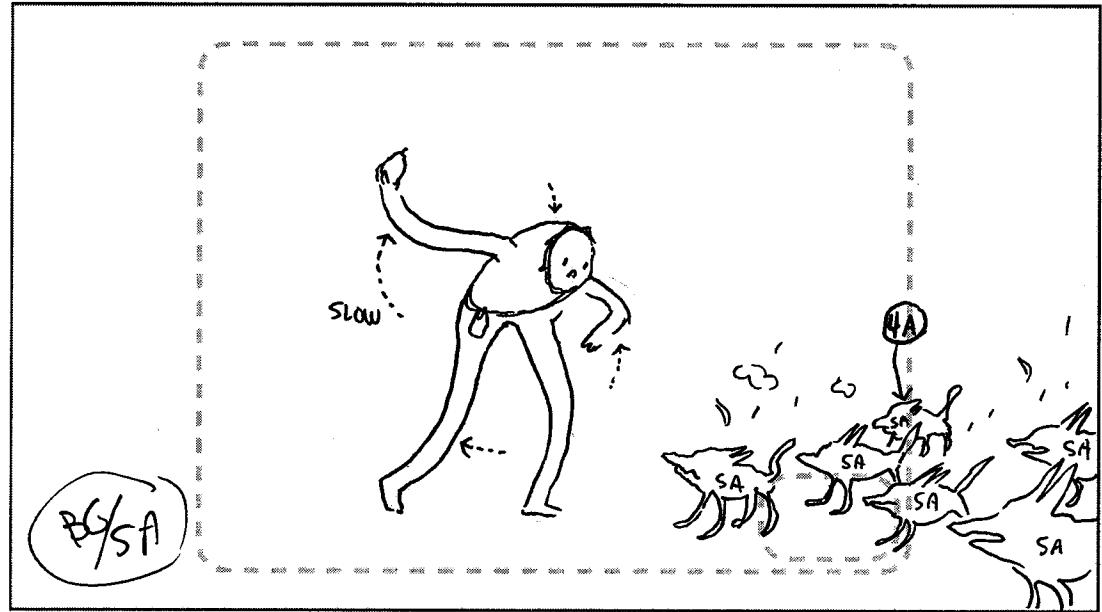
Sc.

30

Pnl. D

Bg.

day night



Dialog:

WOLVES: growling

(wolves:) growling - BEAT -

Action: Golem VERY SLOWLY  
winds up to throw pear -



Timing:

Production :

100863

42

EPISODE #

# ADVENTURE TIME



Page 48

Sc. 30

Pnl. E

Bg.

day night

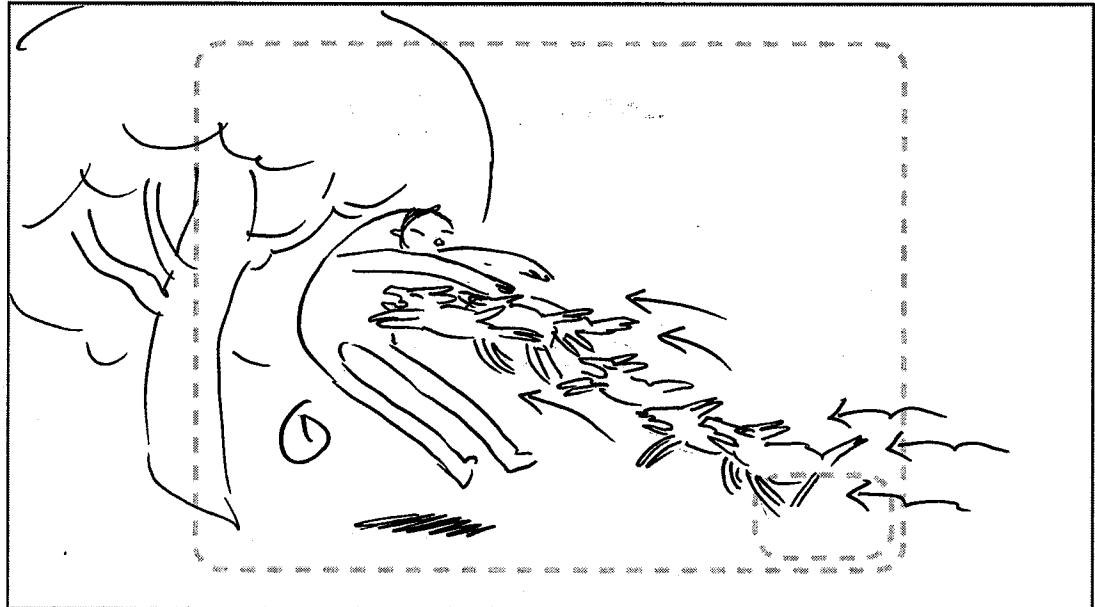
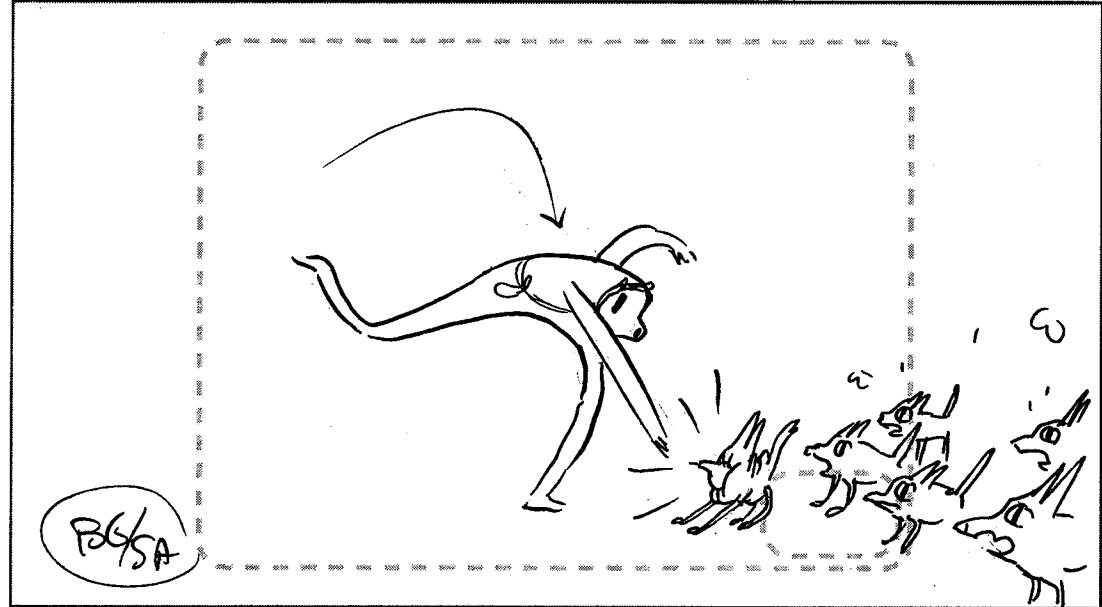
Sc. 30

Pnl.

F

Bg.

day night



100863

EPISODE #

43

Dialog:

(GOLEM): WHEOO!!

SFX: Wang!

Action: Golem QUICKLY throws pear in wolf's face

wolves jump at  
Golem, slamming him  
back against tree.

Timing:



Production :

# ADVENTURE TIME



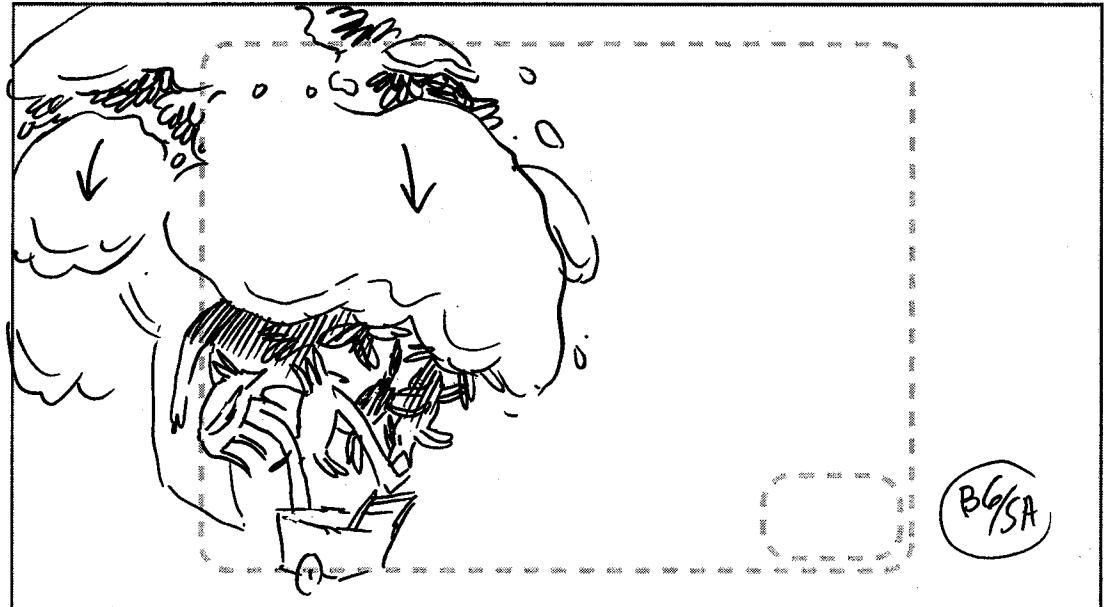
Page 49

Sc. 30

Pnl. G

Bg.

day night

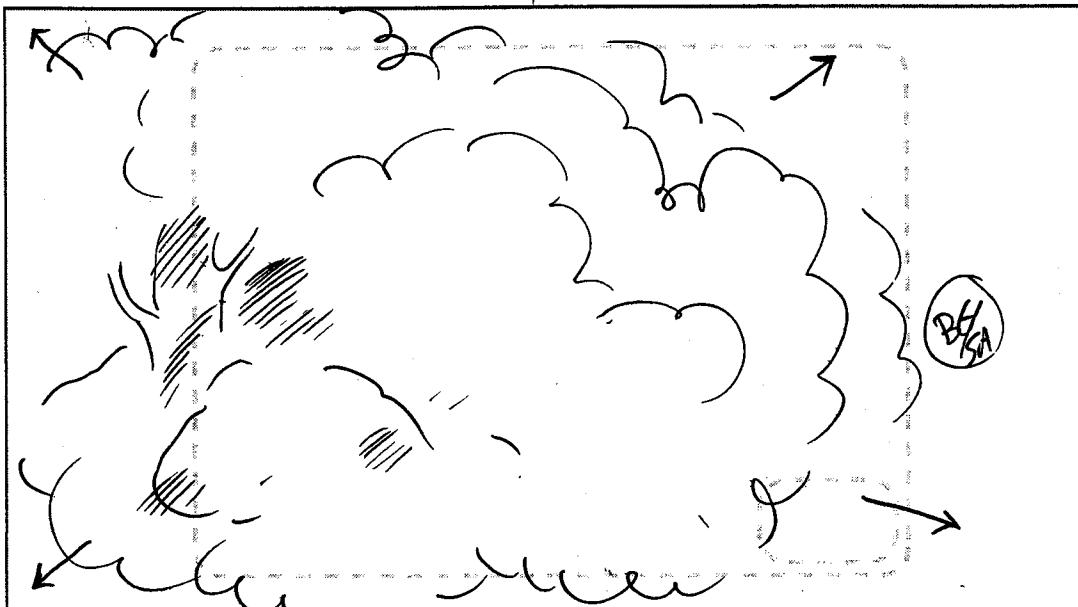


Sc. 30

Pnl. +

Bg.

day night



## Dialog:

SFX: TSSSSSSSS!!

Action: Snow in tree is knocked loose by impact

Snow hits fire wolves and becomes steam cloud that ~~exp~~ fills screen

### Timing:

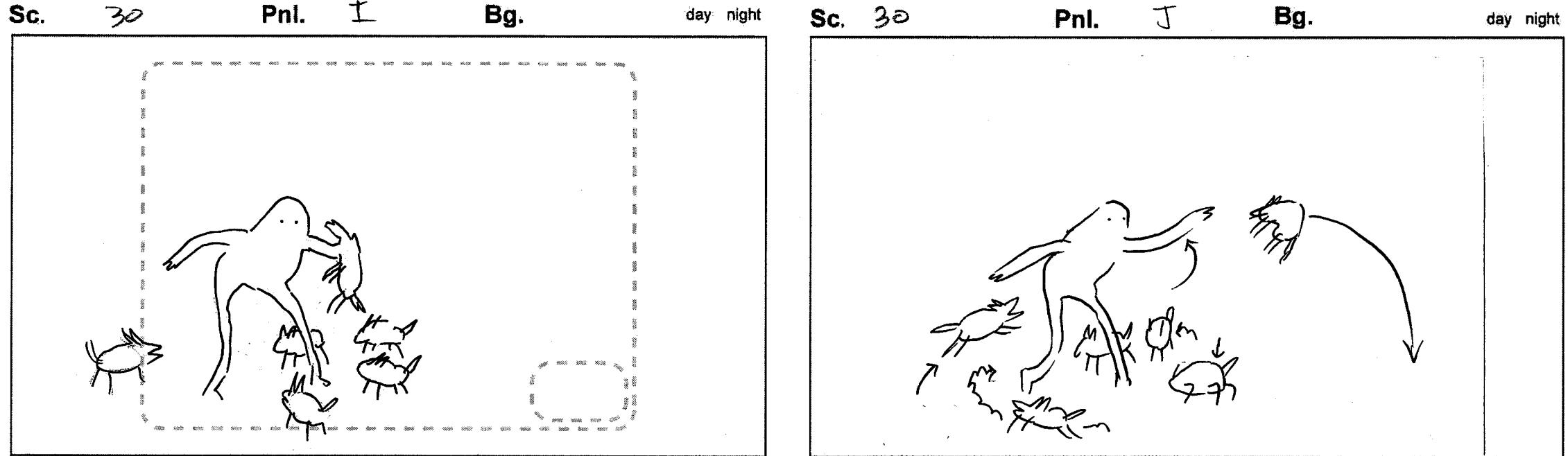
## Production :

66601

# ADVENTURE TIME



Page 50



**Dialog:**

**Action:** Throughout this scene, the steam is becoming more and more opaque until the screen is entirely white

**Timing:**

100863

EPISODE #

47

Production :

# ADVENTURE TIME



Page 51

Sc. 30

Pnl. K

Bg.

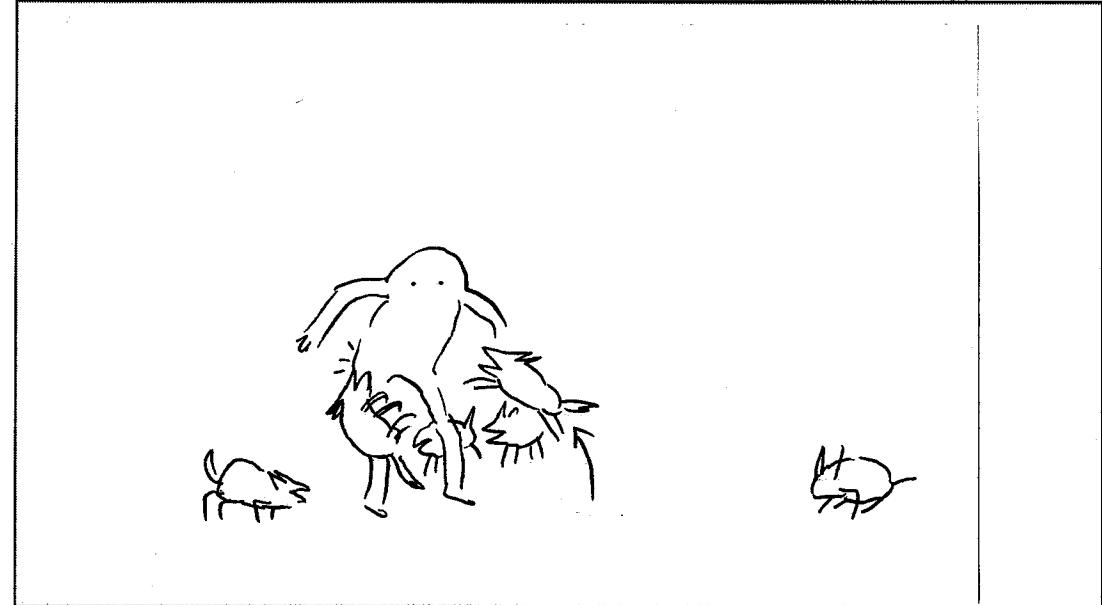
day night

Sc. 30

Pnl. L

Bg.

day night



Dialog:

Action:

Timing:

100863

EPISODE #

46

Production :

# ADVENTURE TIME



Page 52

Sc. 30

Pnl. M

Bg.

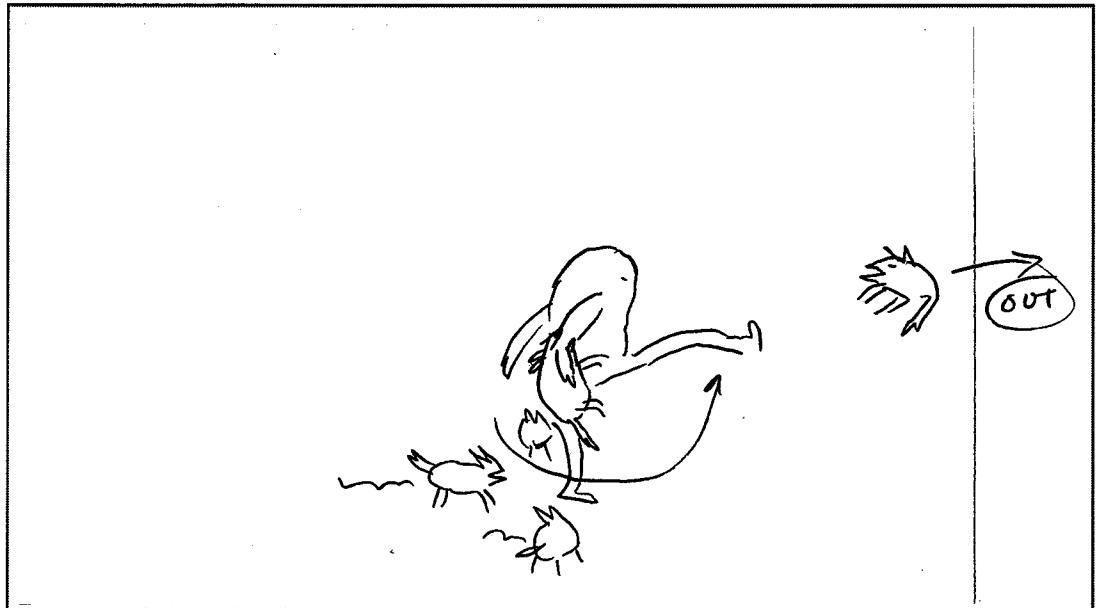
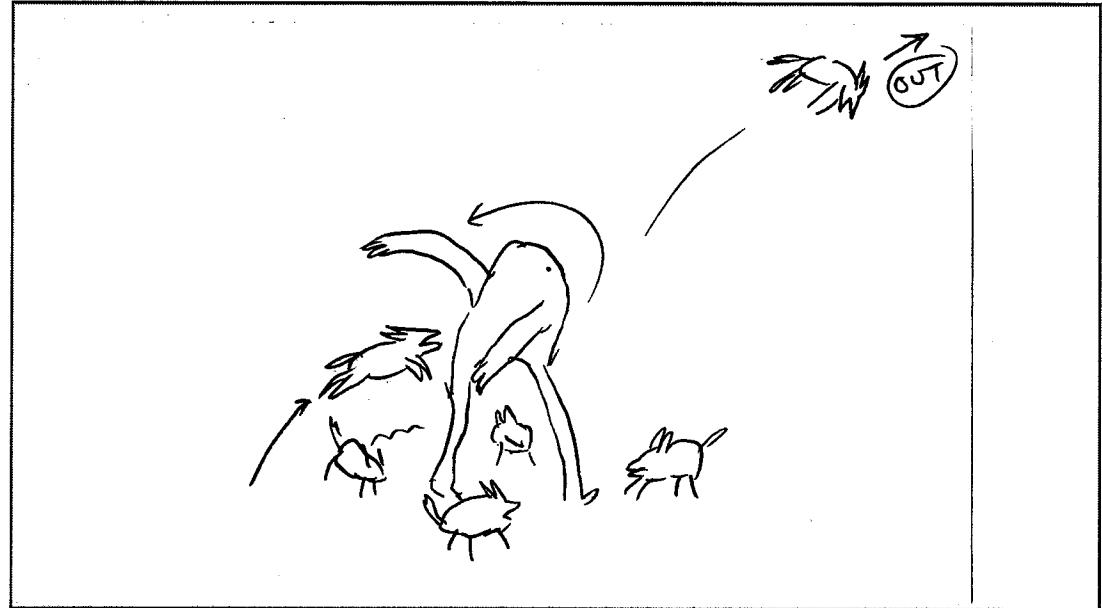
day night

Sc. 30

Pnl. N

Bg.

day night



Dialog:

Action:

Timing:

100863

EPISODE #

47

Production :

# ADVENTURE TIME



Page 53

Sc. 30 Pnl. 0 Bg. day night

Sc. 31 Pnl. A Bg. day night

FADE TO  
WHITE

FADE IN  
FROM WHITE

100863

EPISODE #

48

Dialog:

SFX: fight sounds  
fade

SEX: grunt gynesh...

Action:

Timing:

Production :

# ADVENTURE TIME



Page 54

Sc.

31

Pnl.

B

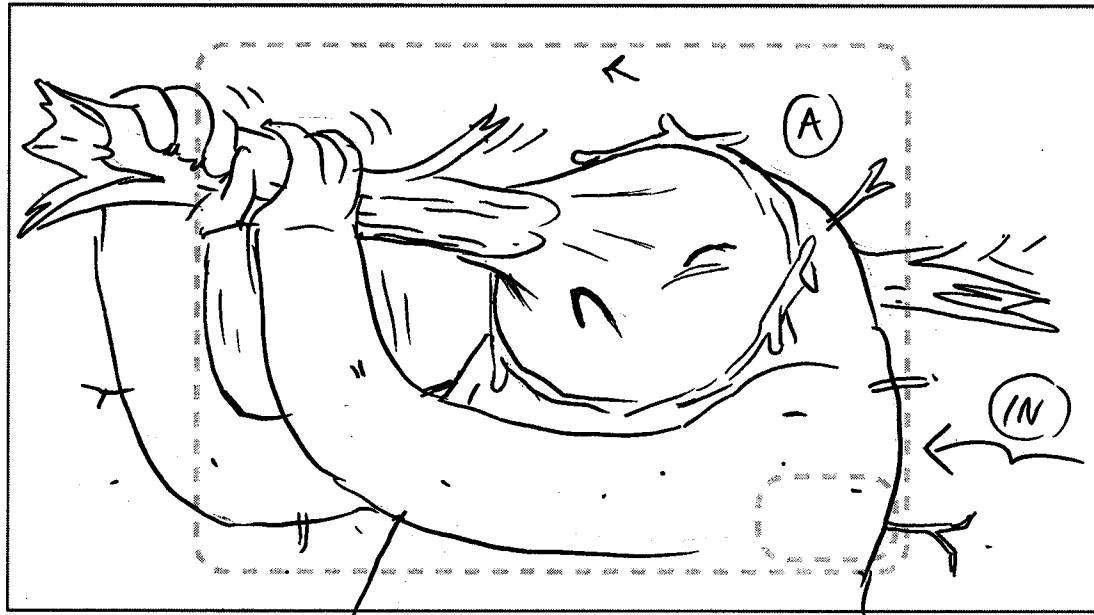
Bg.

day night

Sc. 31

Bg.

day night



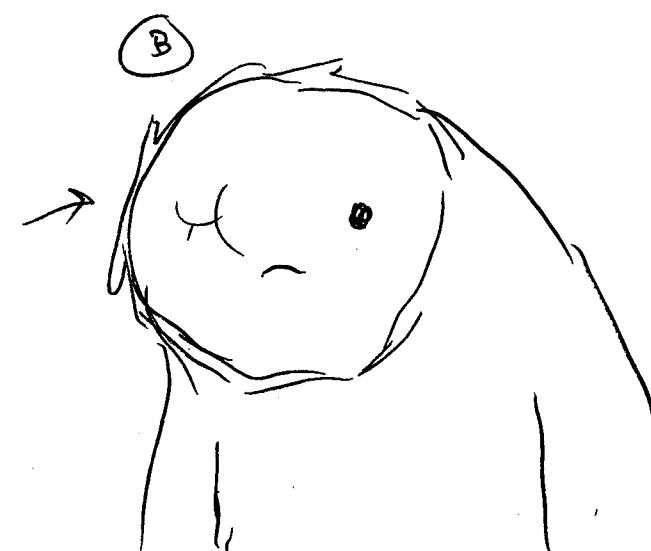
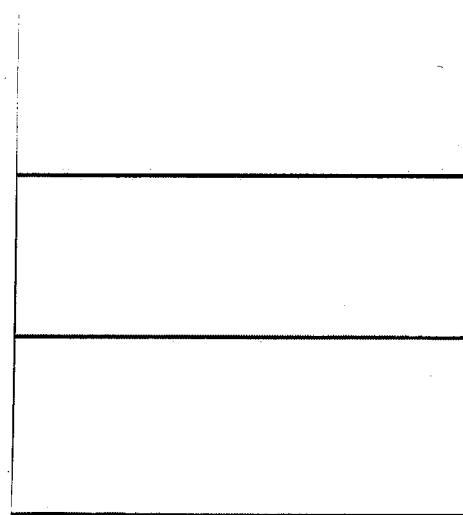
Dialog:

Action:

- A B A B A

Golem struggles to pull  
branch from eye.

Timing:



EPISODE #

100863

49

# ADVENTURE TIME



Page 55

Sc.

32

Pnl. A

Bg.

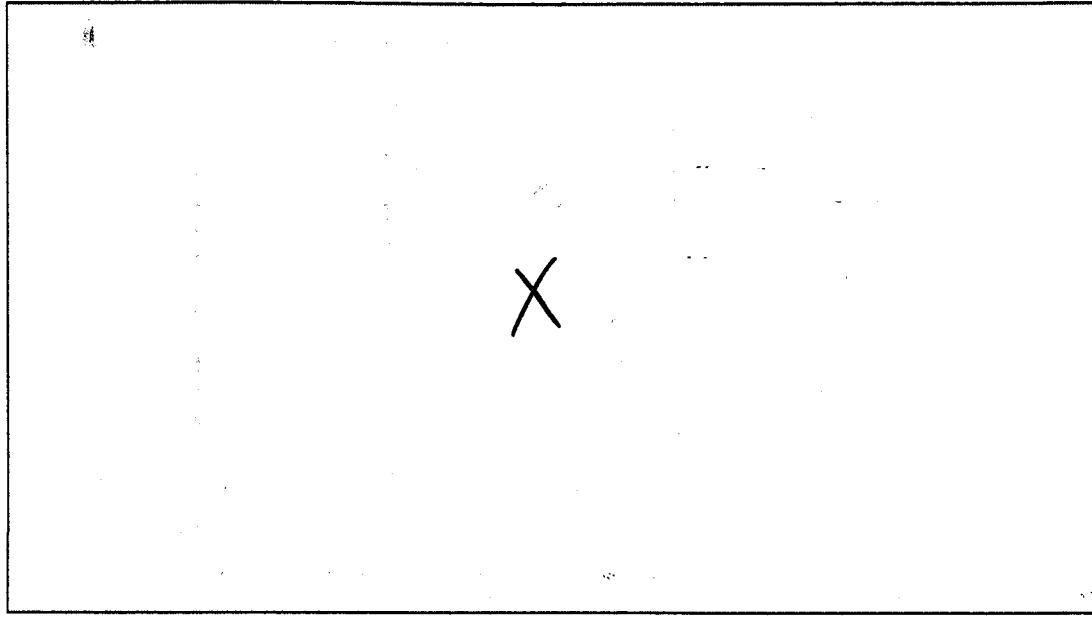
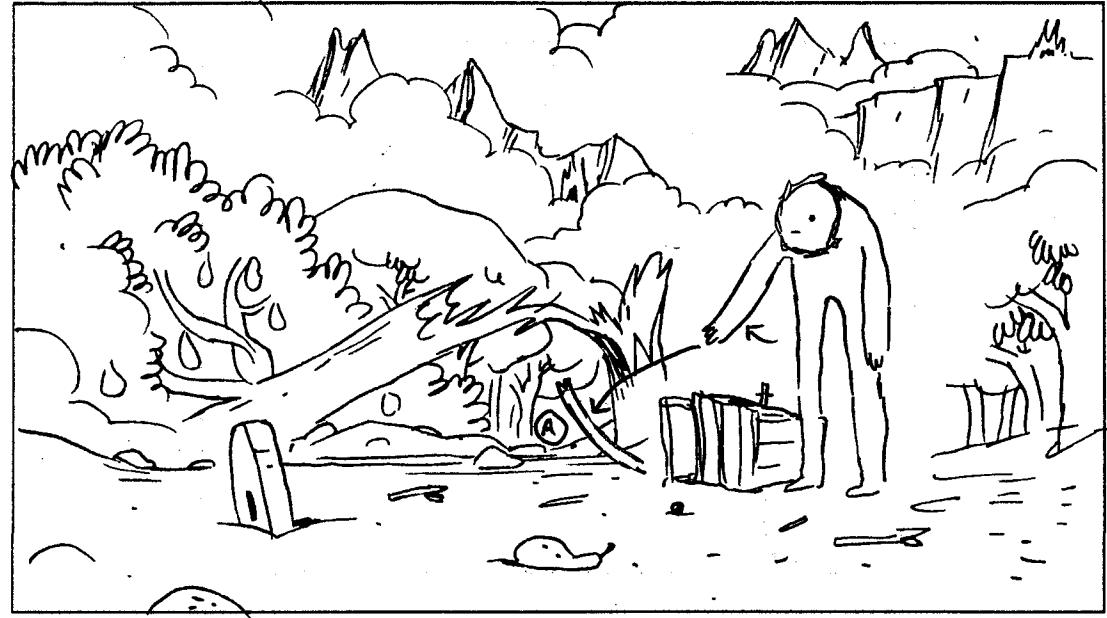
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:



Production :

EPISODE # 100863

# ADVENTURE TIME



Page 56

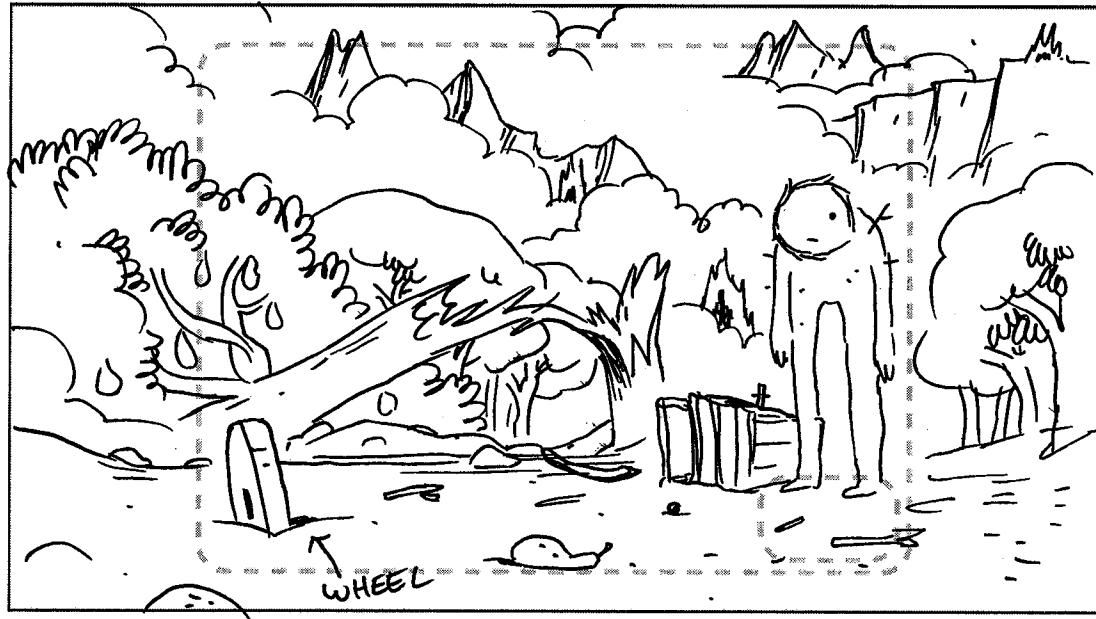
Sc.

32

Pnl. B

Bg.

day night



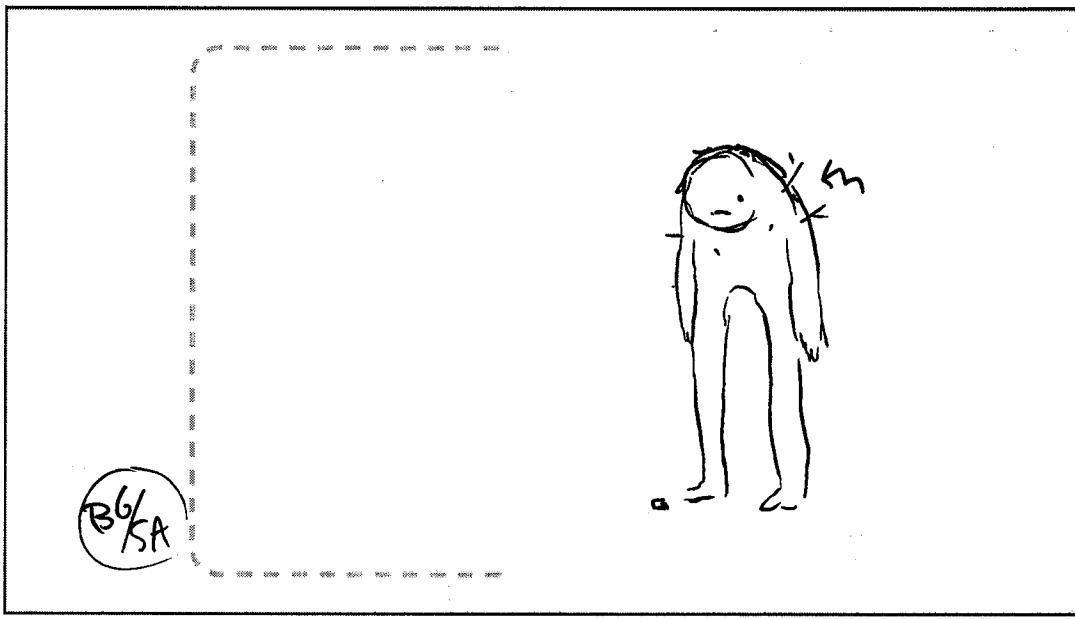
Sc.

32

Pnl. C

Bg.

day night



Dialog:

Action:

Golem  
stares blankly for a moment -

Golem sees his eye on the ground

Timing:

Production :

EPISODE # 100868

# ADVENTURE TIME



Page 57

Sc. 32

Pnl.

D

Bg.

day night

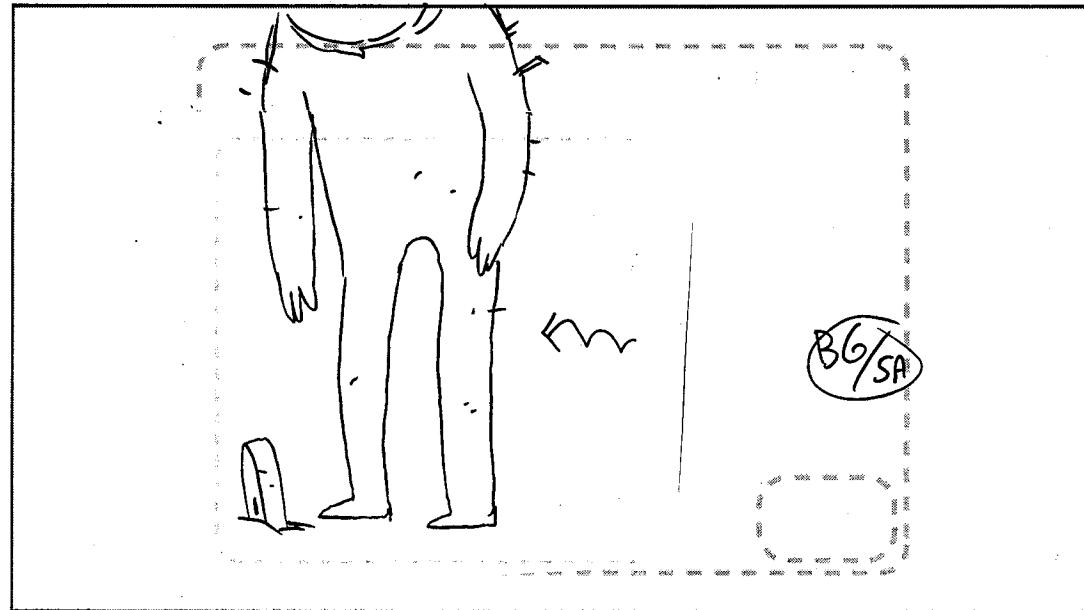
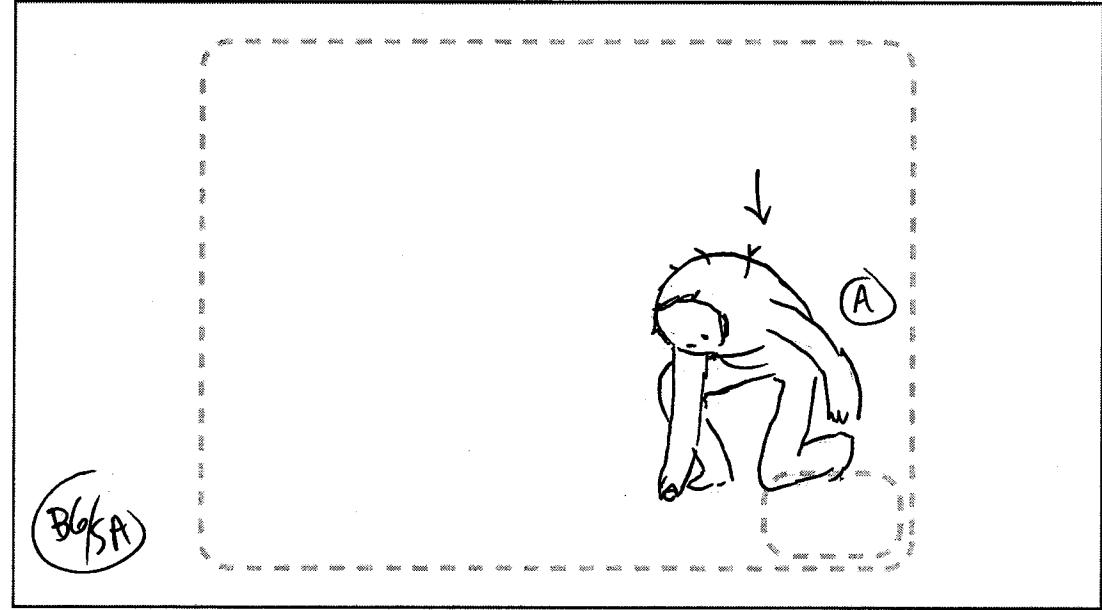
Sc. 32

Pnl.

E

Bg.

day night



Dialog:

Action: puts eye back in

Timing:



EPISODE #

100863

Production :

52

# ADVENTURE TIME



Sc.

32

Pnl. F

Bg.

day night

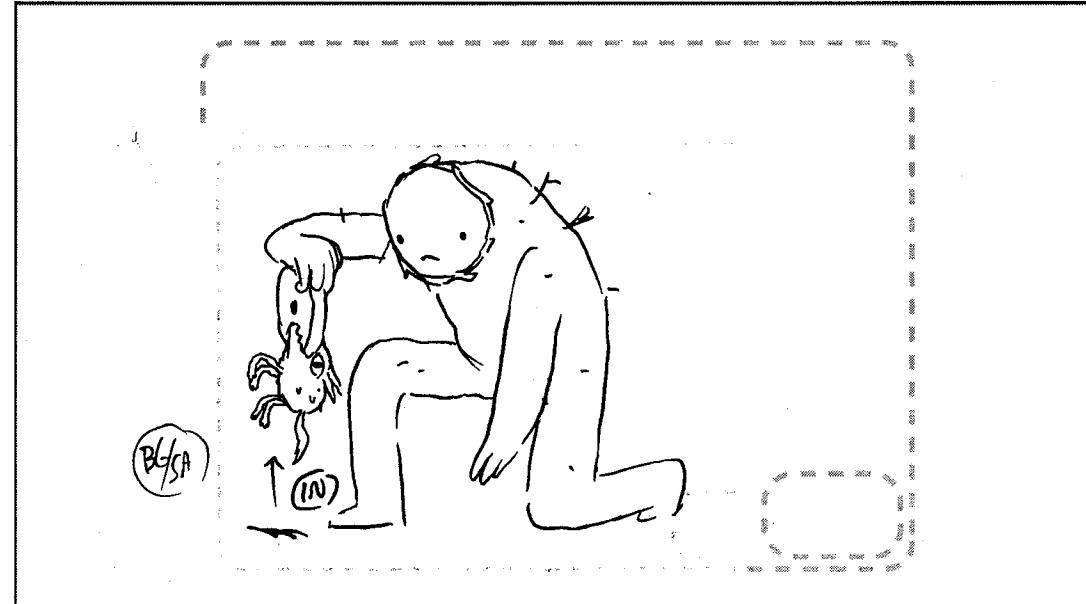
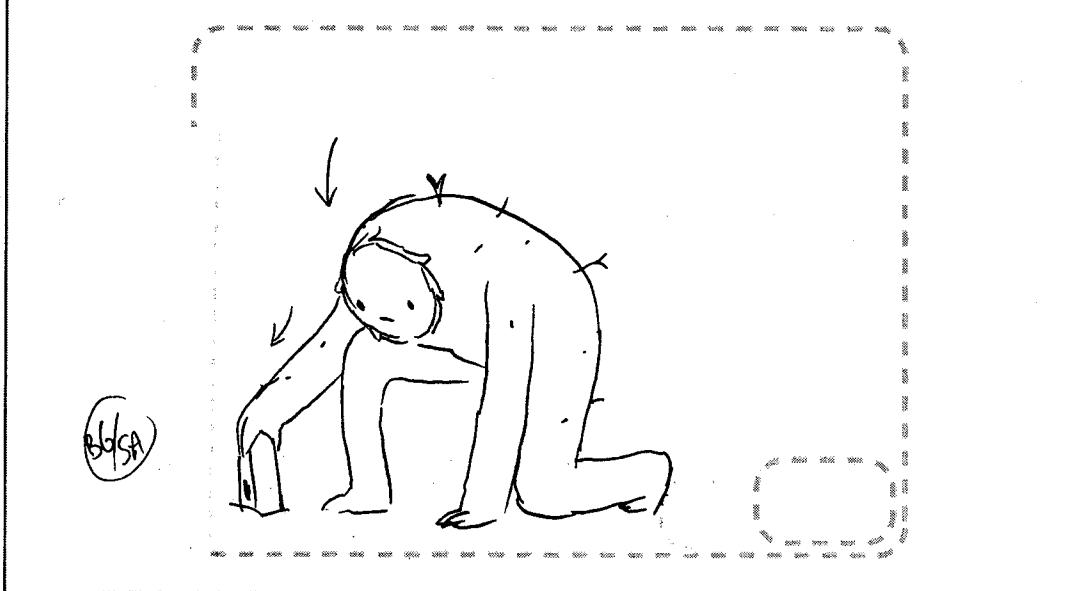
Sc. 32

Pnl. G

Bg.

day night

Page 58



Dialog:

Action:

Timing:

Production :

EPISODE #

100863

53

# ADVENTURE TIME



Page 59

Sc.

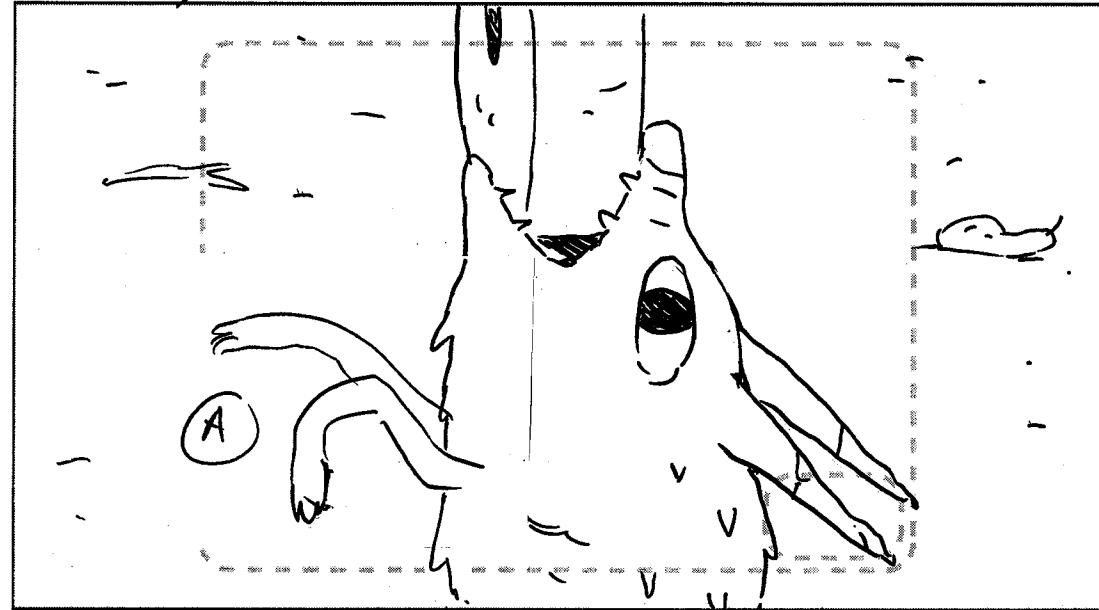
33

Pnl.

A

Bg.

day night



Sc.

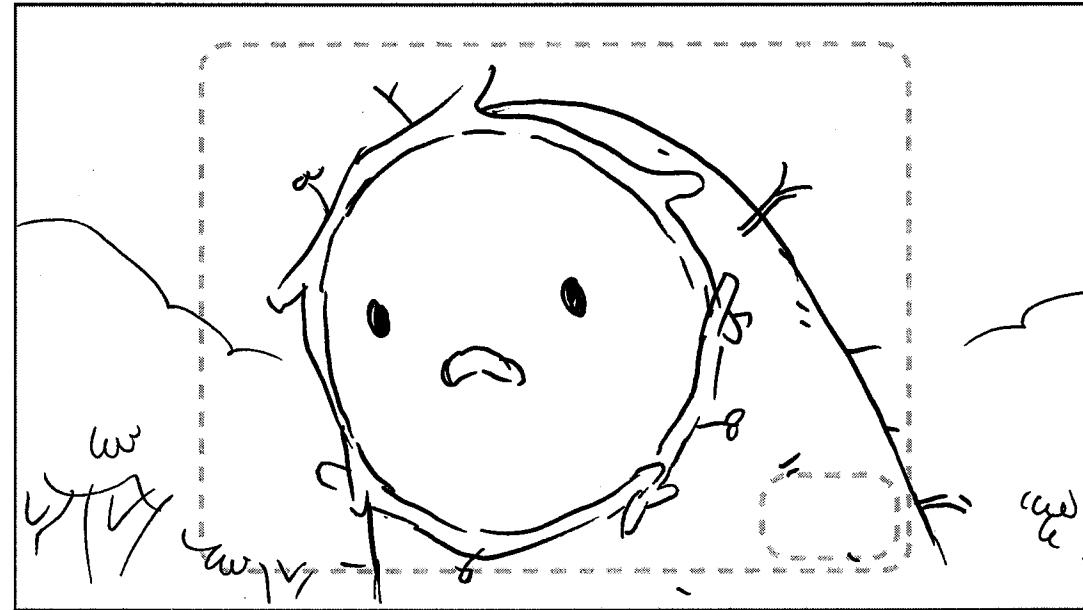
34

Pnl.

A

Bg.

day night

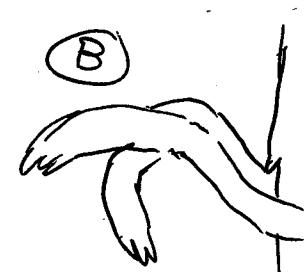


Dialog:

(Golem:) gnyah!

Action:

(A) (B) (A)  
Wolf pup slowly "swims" in the air - should take around 2 sec.



Timing:

Production :

100863

EPISODE #

54

# ADVENTURE TIME



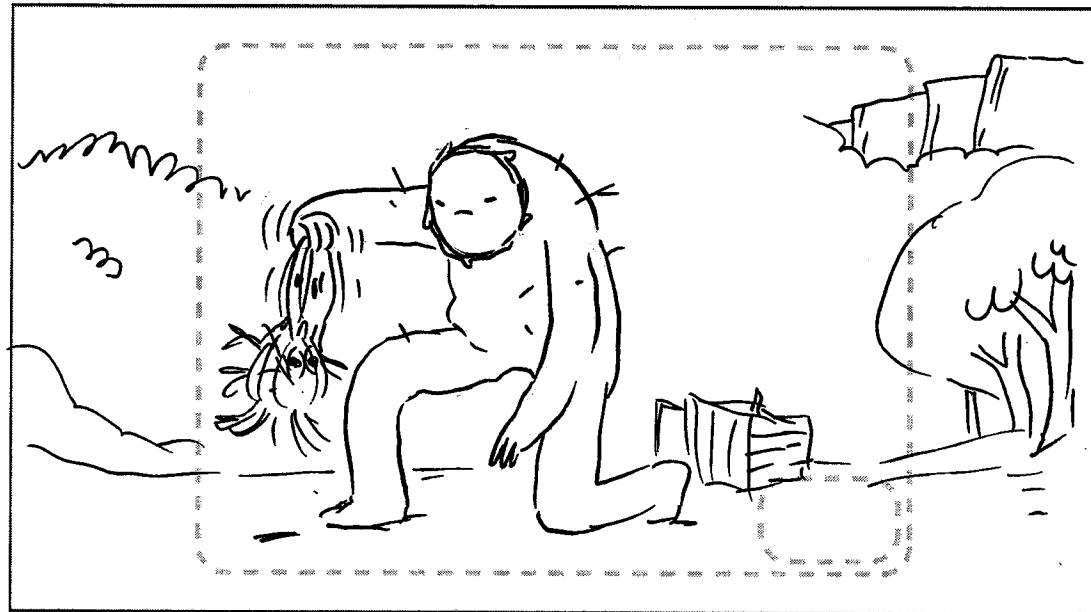
Sc.

35

Pnl. A

Bg.

day night



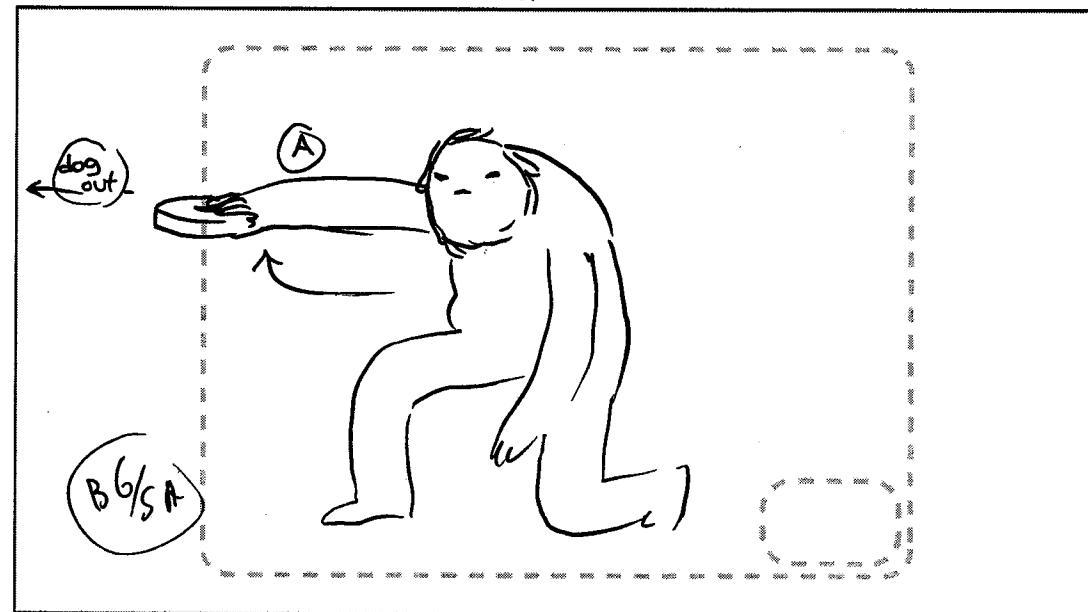
Sc.

35

Pnl. B

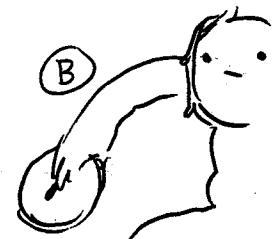
Bg.

day night



Page 60

Dialog:



Action:

Timing:

Production :

EPISODE #

100863

55

# ADVENTURE TIME



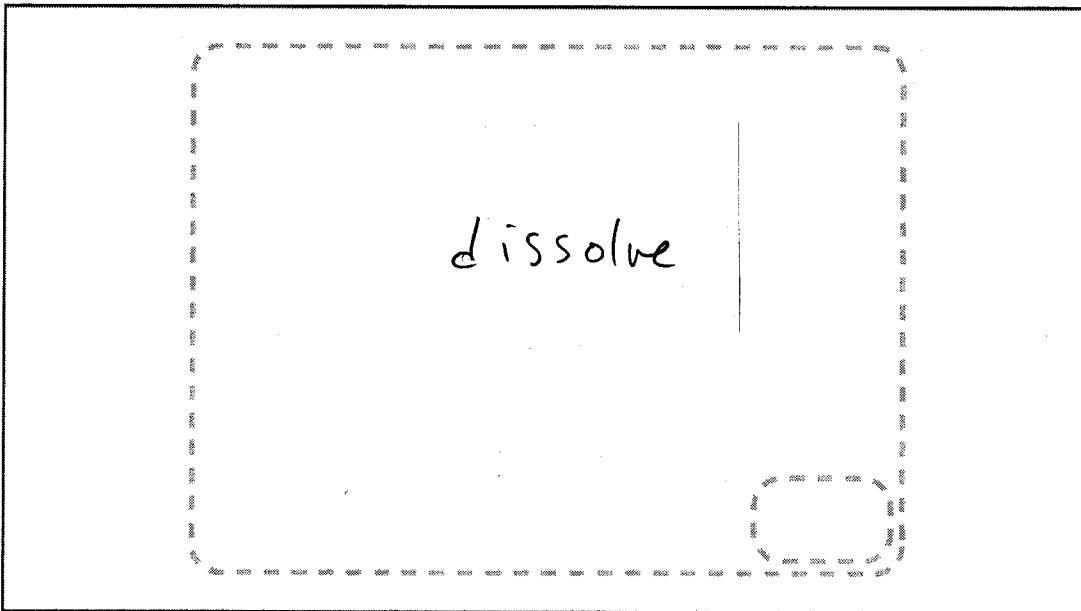
Page 61

Sc.

Pnl.

Bg.

day night



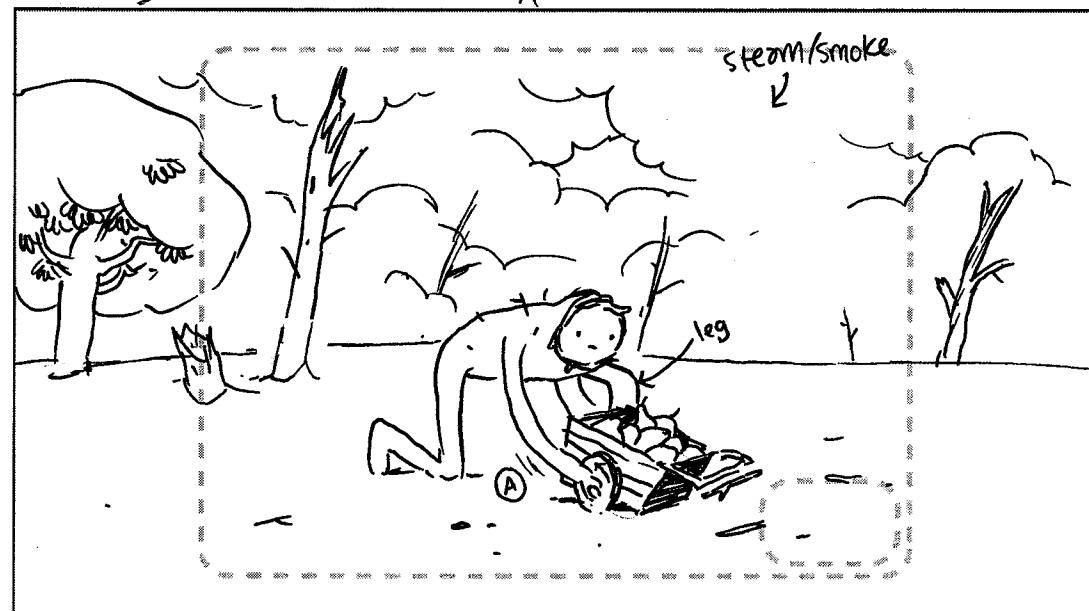
Sc. 36

Pnl.

A

Bg.

day night



Dialog:

Action:

- A B A B  
Golem attaches wheel

Timing:



Production :

100863

56

# ADVENTURE TIME



Page 62

Sc. 36

Pnl. B

Bg.

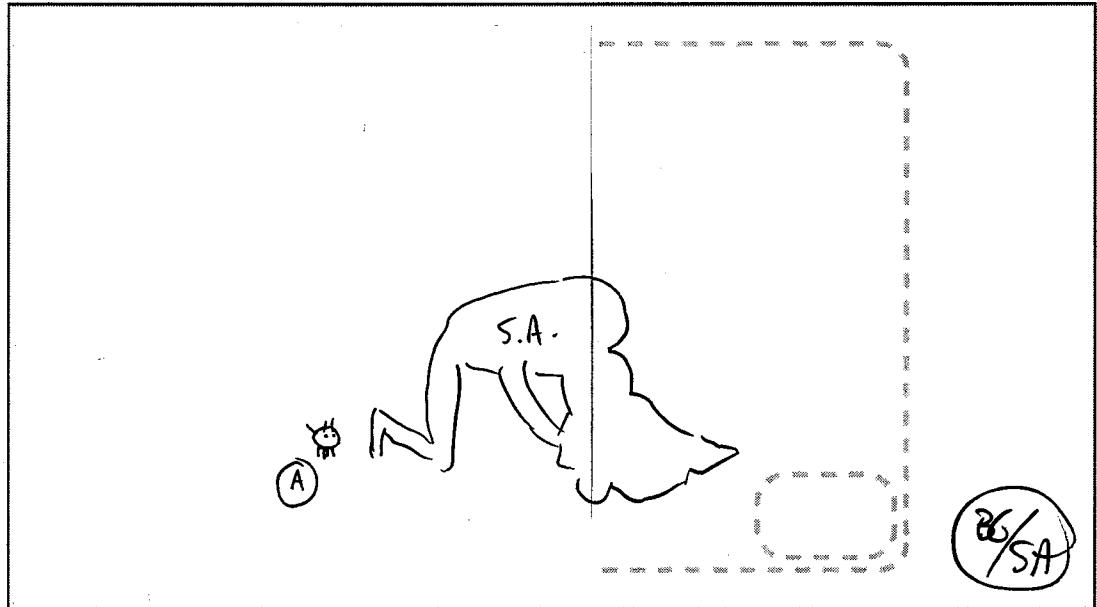
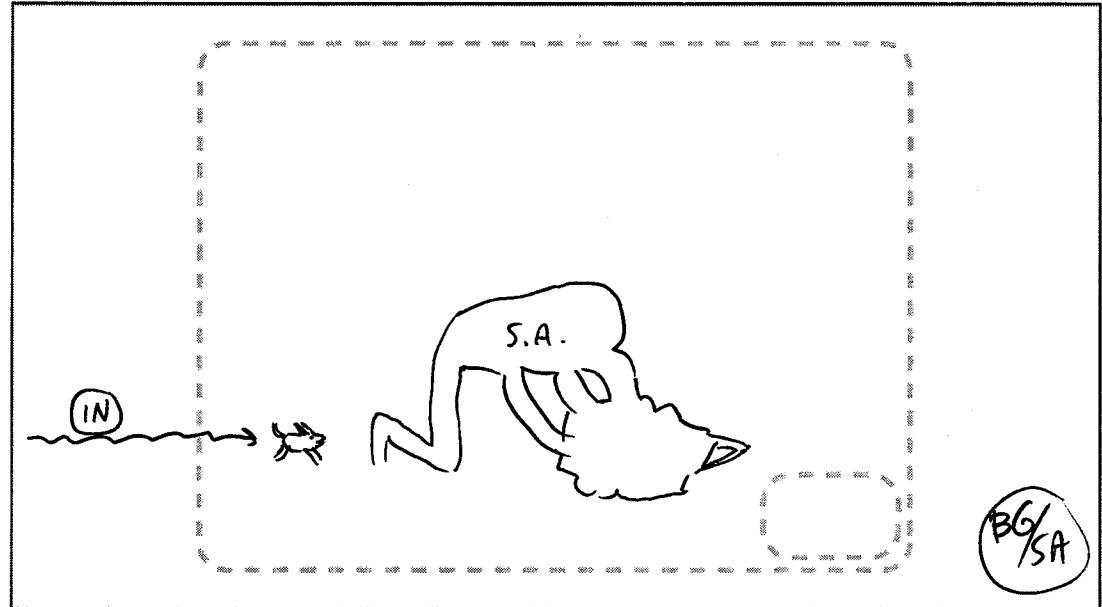
day night

Sc. 36

Pnl. C

Bg.

day night



Dialog:

SFX: \*POOF \* POOF \*

57

Action:

FAST : (A) (B) (A) (B) (A)

pup poofs twice ↗



Timing:

Production :

100863

# ADVENTURE TIME



Page 63

Sc. 36

Pnl. D

Bg.

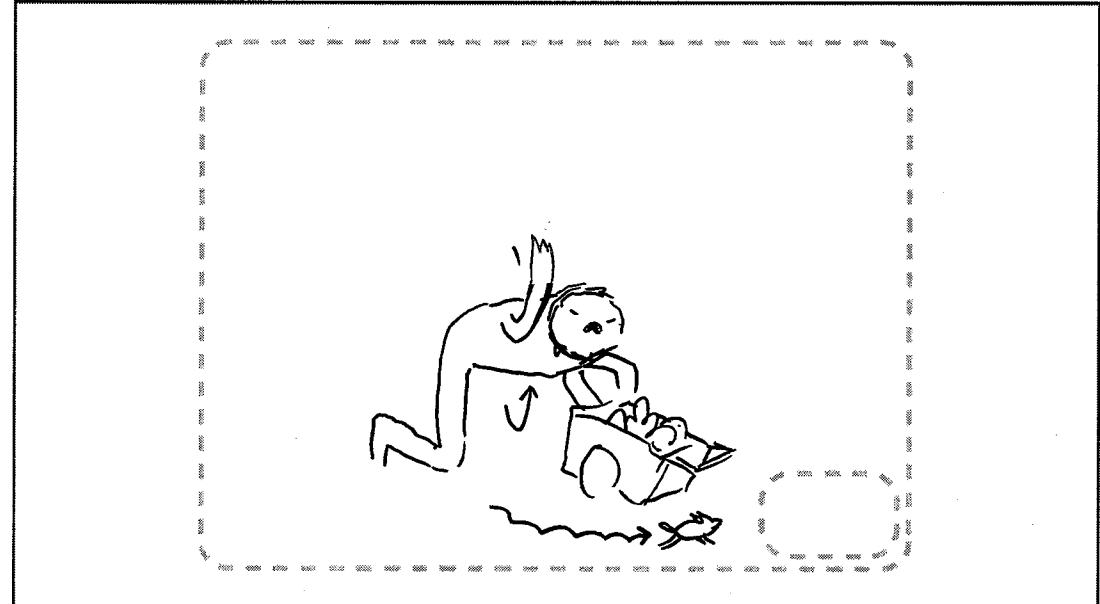
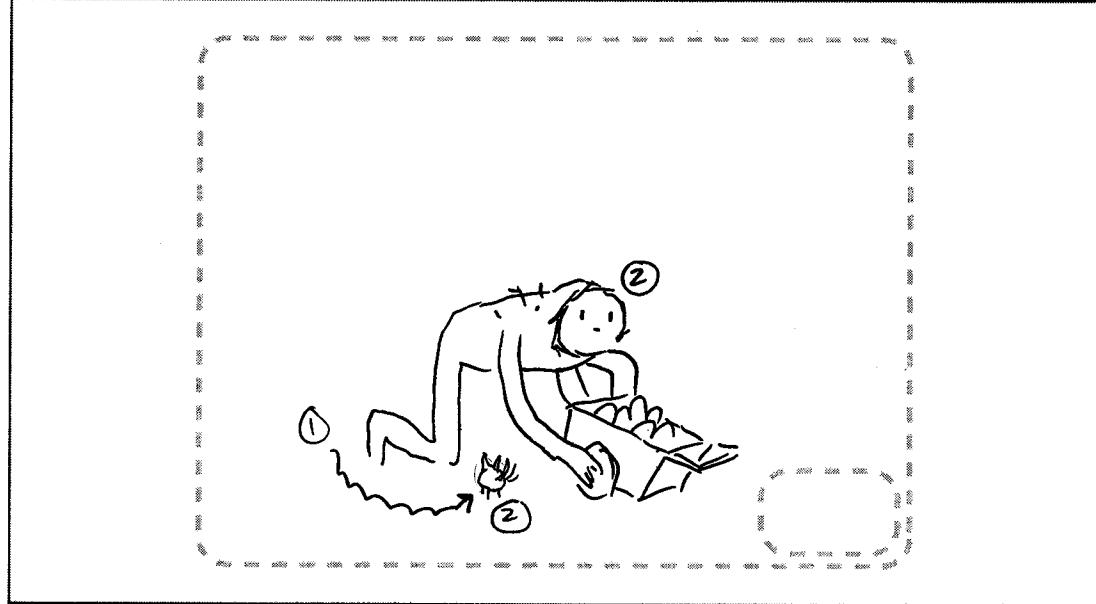
day night

Sc. 36

Pnl. E

Bg.

day night



Dialog:

PUP: (2) : YIP YIP!

GOLEM: Ny nng h!

Action:

Golem tries to shoo pup away



Timing:

EPISODE #

100863

57.5

Production :

# ADVENTURE TIME



Page 64

Sc.

36

Pnl.

F

Bg.

day night

Sc.

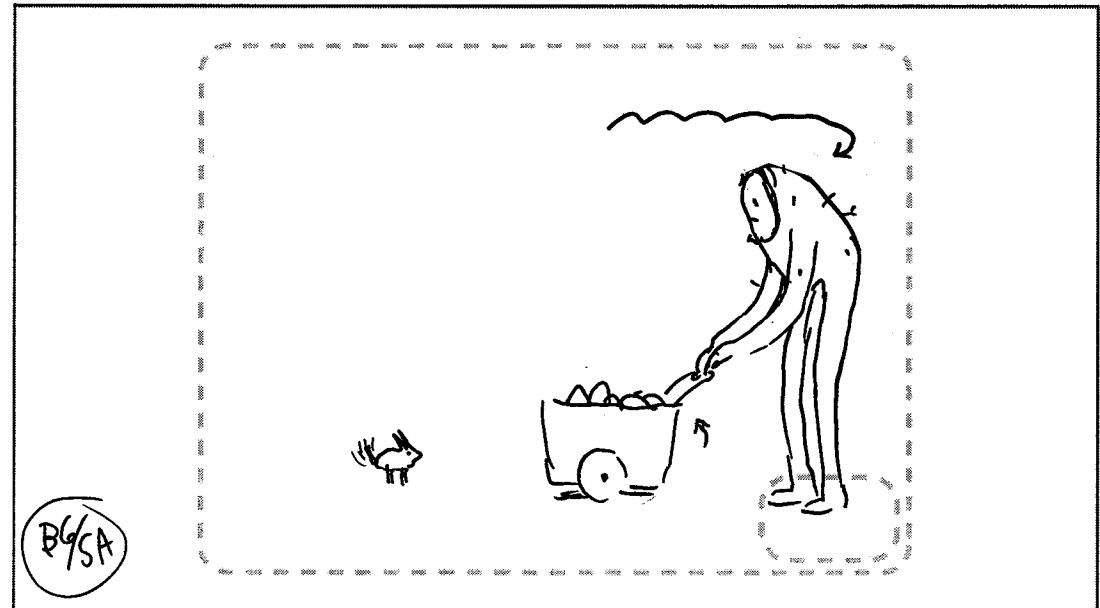
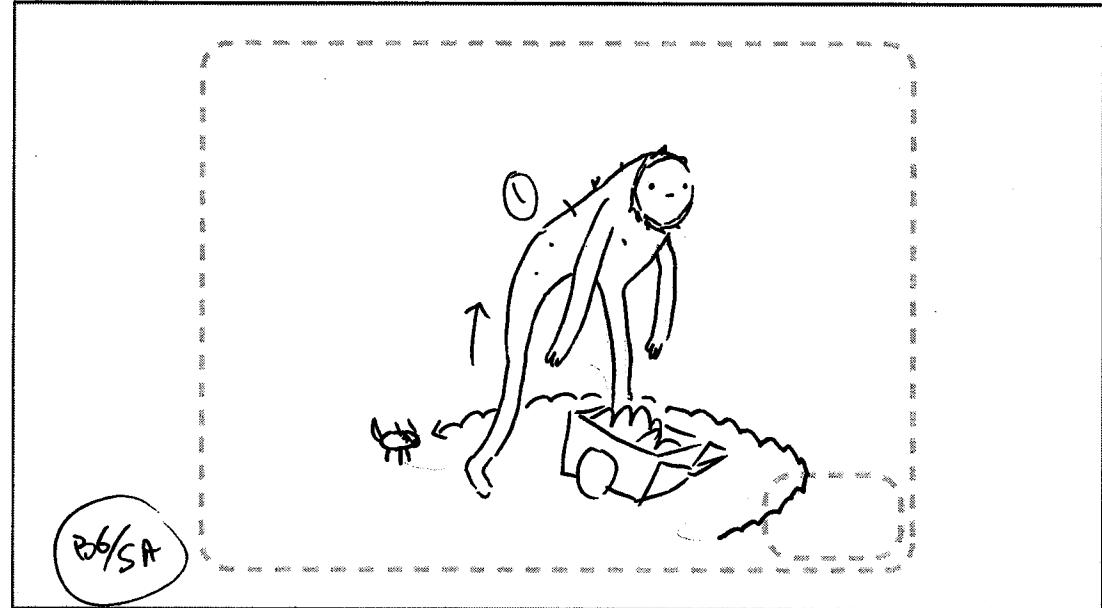
36

Pnl.

G

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE # 100863

58

# ADVENTURE TIME



Page 65

Sc.

36

Pnl. H

Bg.

day night

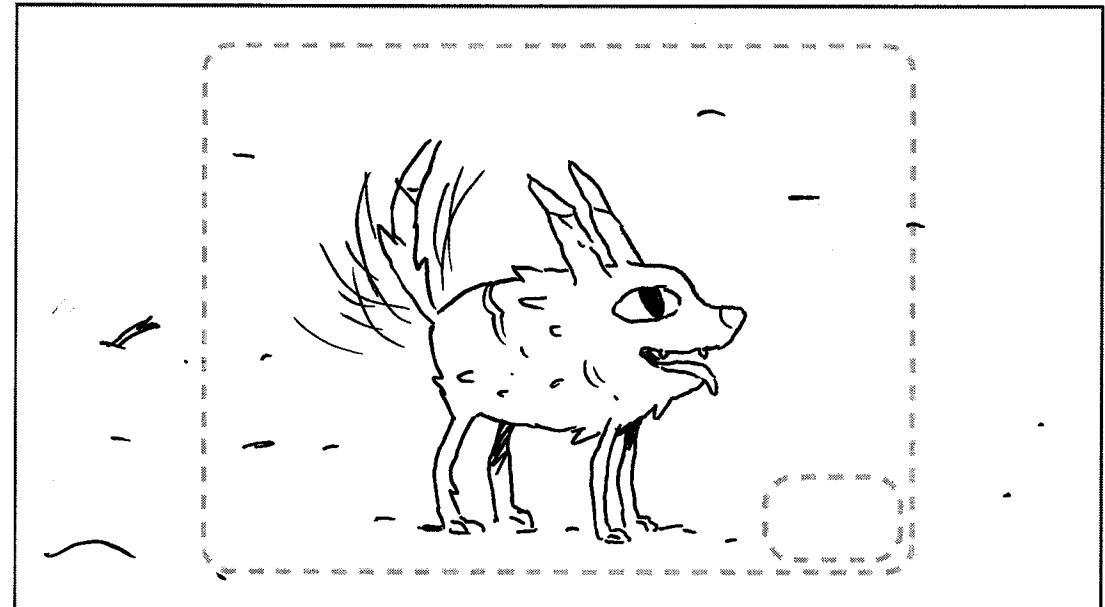
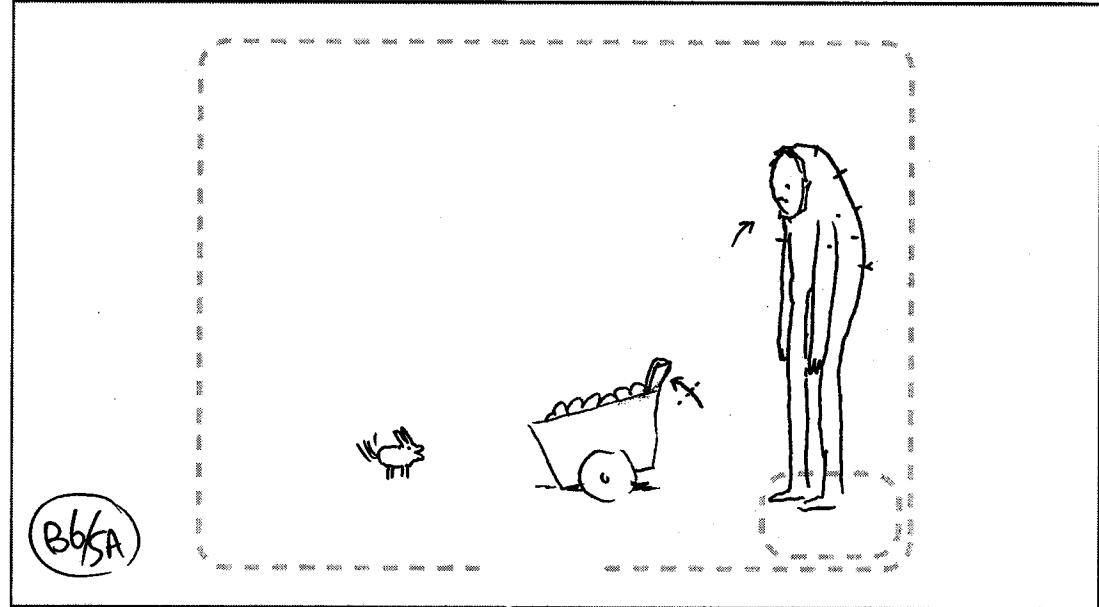
Sc.

37

Pnl. A

Bg.

day night



Dialog:

(PUP:) YIP YIP!!

Action: - cart tips forward

Timing:

EPISODE #

59

Production :

100863

# ADVENTURE TIME



Page 66

Sc. 37

Pnl. B

Bg.

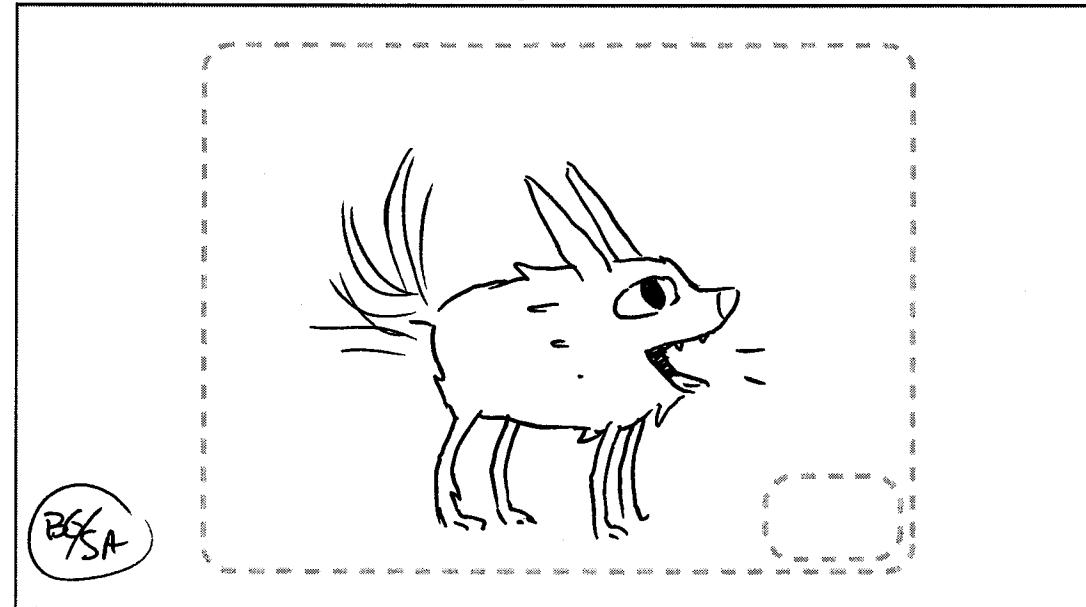
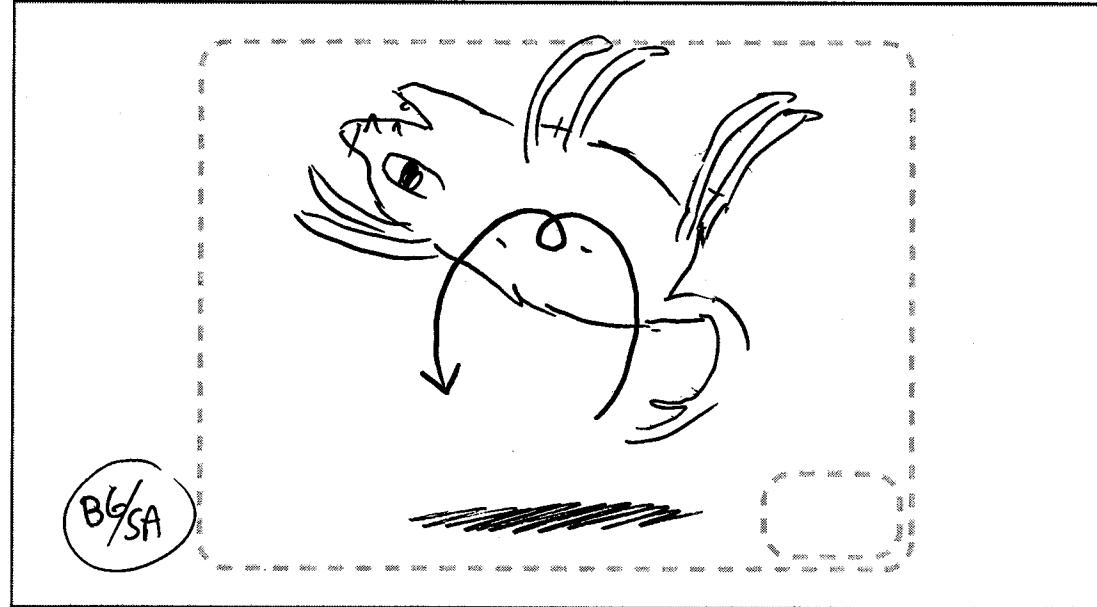
day night

Sc. 37

Pnl. C

Bg.

day night



Dialog:

(GOREM :) YIP!!

Action:

Pup does backflip

Timing:

EPISODE #

Production :

100863

60

# ADVENTURE TIME



Page 67

Sc.

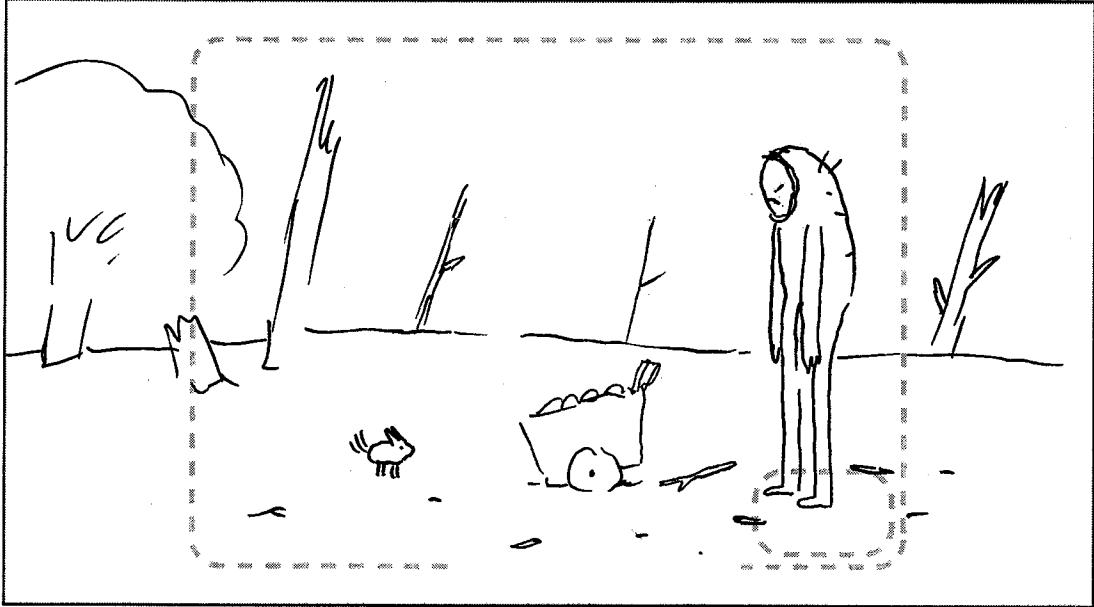
38

Pnl.

A

Bg.

day night

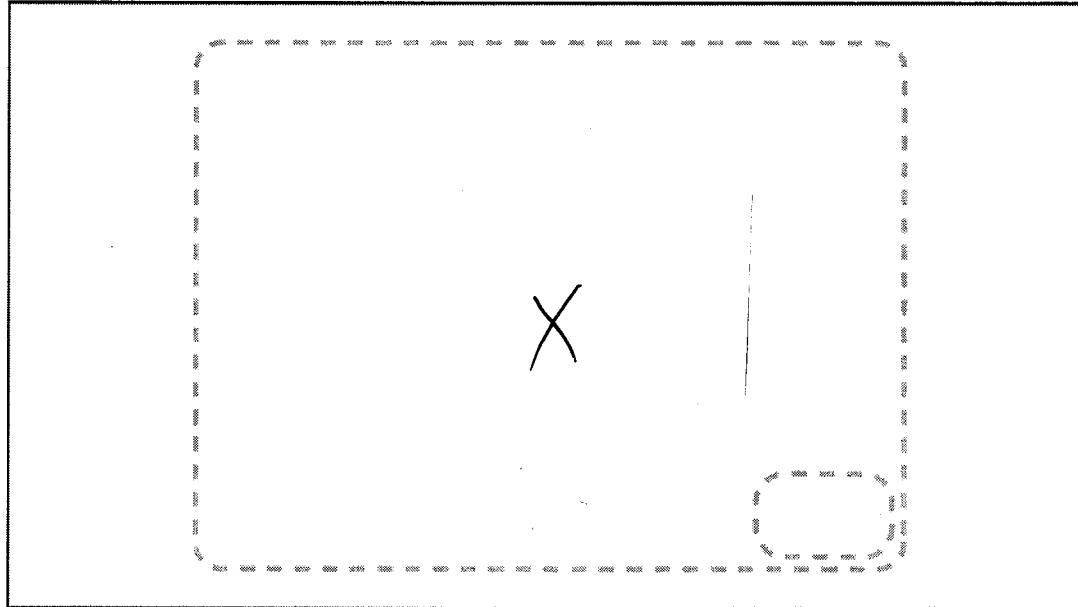


Sc.

Pnl.

Bg.

day night



Dialog:

Golem: gynnessh

Action:

Timing:

Production :

EPISODE # 100863

61

# ADVENTURE TIME



Sc. 38

Pnl. B

Bg.

day night

Sc. 38

Pnl. C

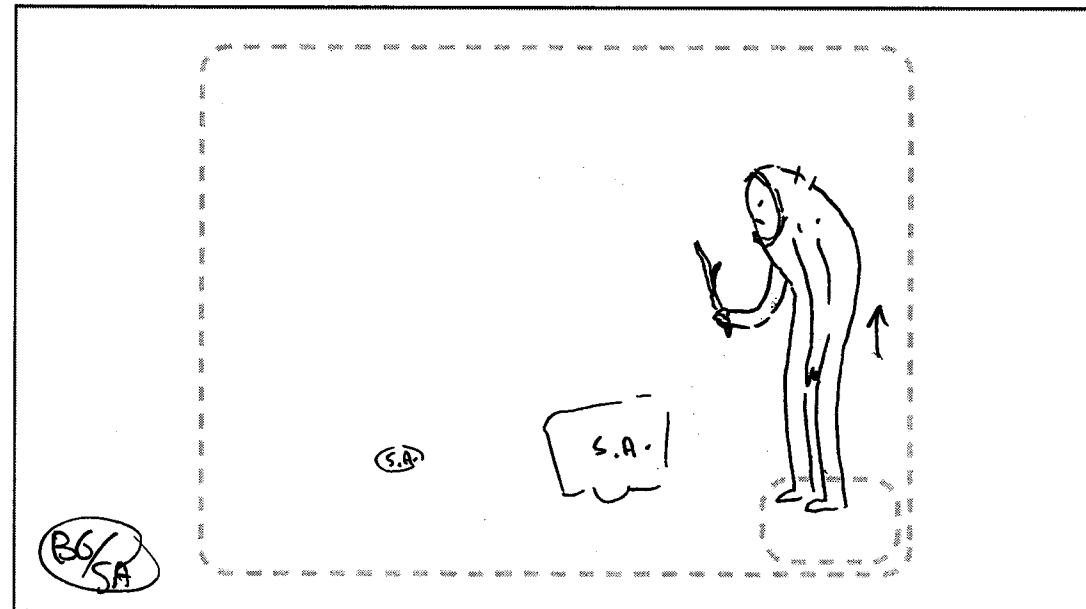
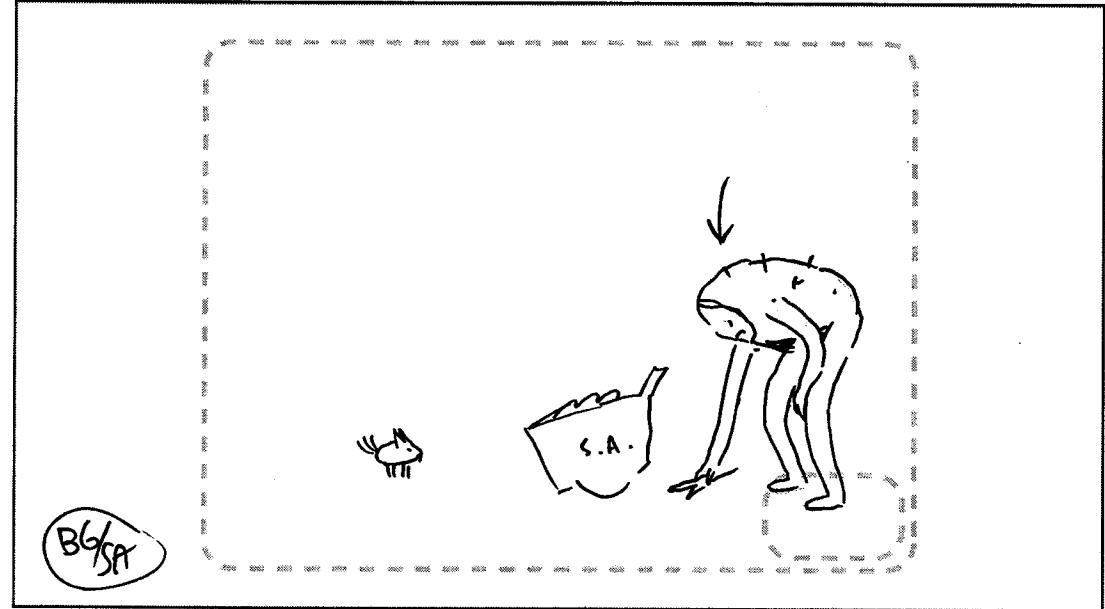
Bg.

day night

Page 68

EPISODE # 100863

62



Dialog:

Action:

Timing:

Production :

# ADVENTURE TIME



69

Page \_\_\_\_\_

Sc.

39

Pnl. A

Bg.

day night

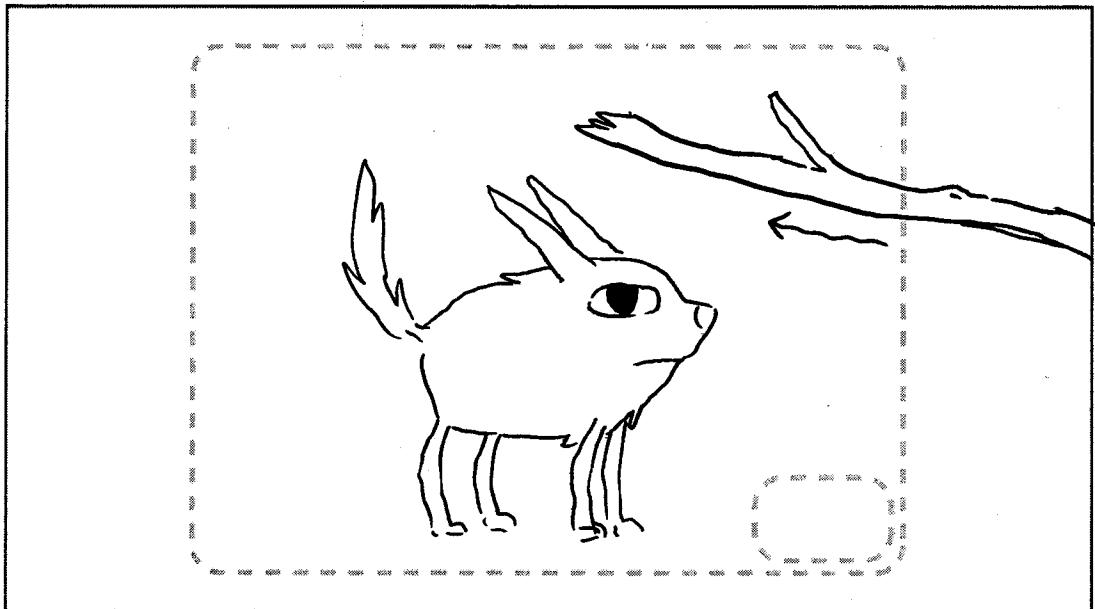
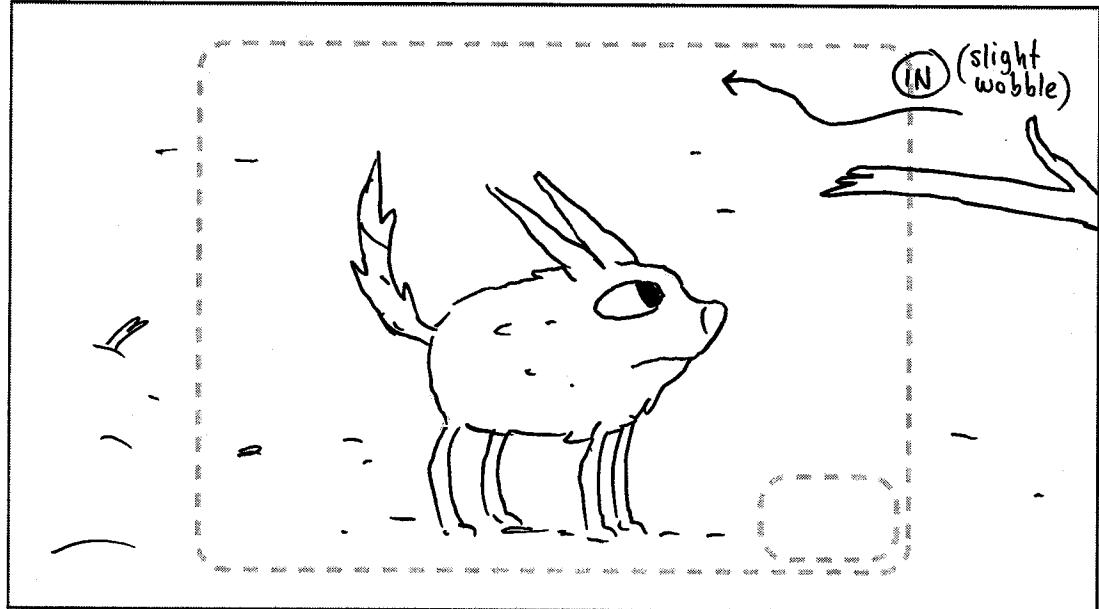
Sc.

39

Pnl. B

Bg.

day night



Dialog:

63

Action:

stick enters slowly

Pup eye tracks stick

Timing:

Production :

100863

# ADVENTURE TIME



Sc.

39

Pnl.

C

Bg.

day night

Sc.

39

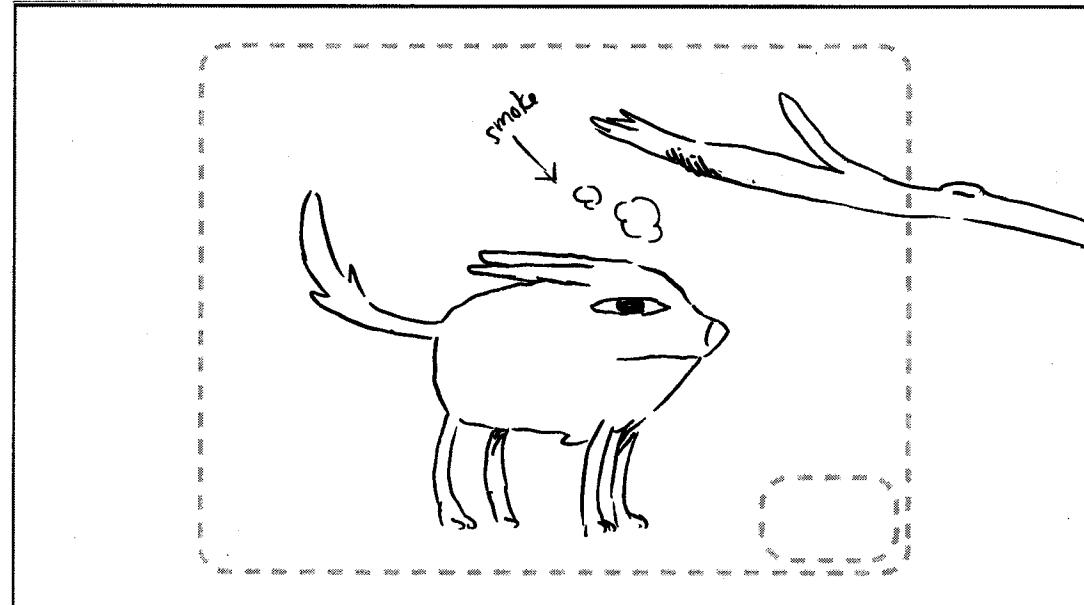
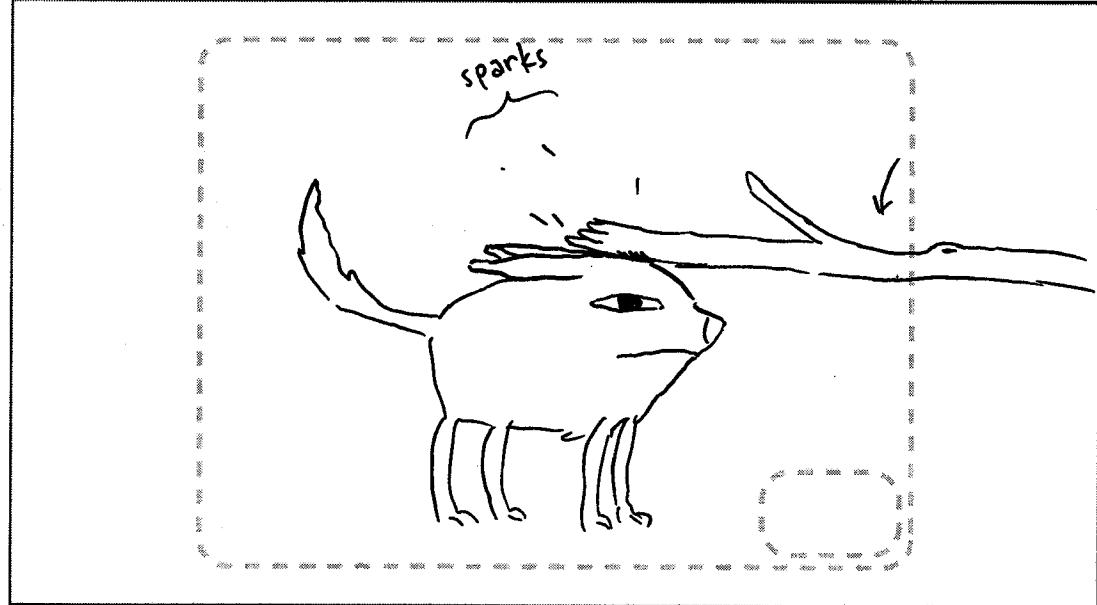
Pnl.

D

Bg.

Page 70

day night



Dialog:

SFX: \* BIP \*

(GOLEM): Nyennegh

Action:

Gently but sternly taps Pup on head

Timing:

100863

EPISODE #

64

Production :

# ADVENTURE TIME



Page 71

Sc.

39

Pnl.

E

Bg.

day night

Sc.

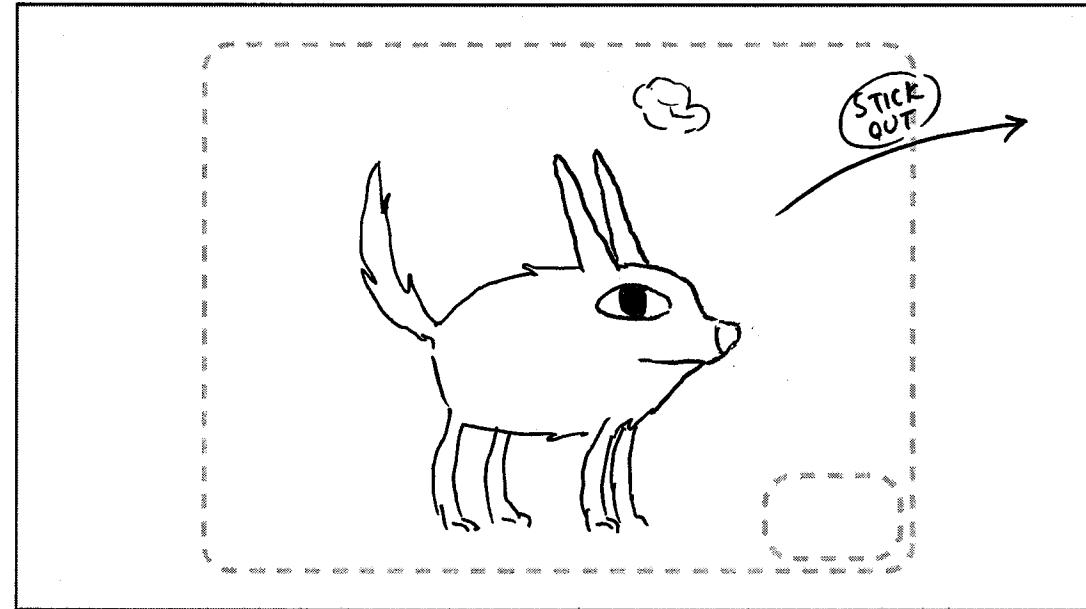
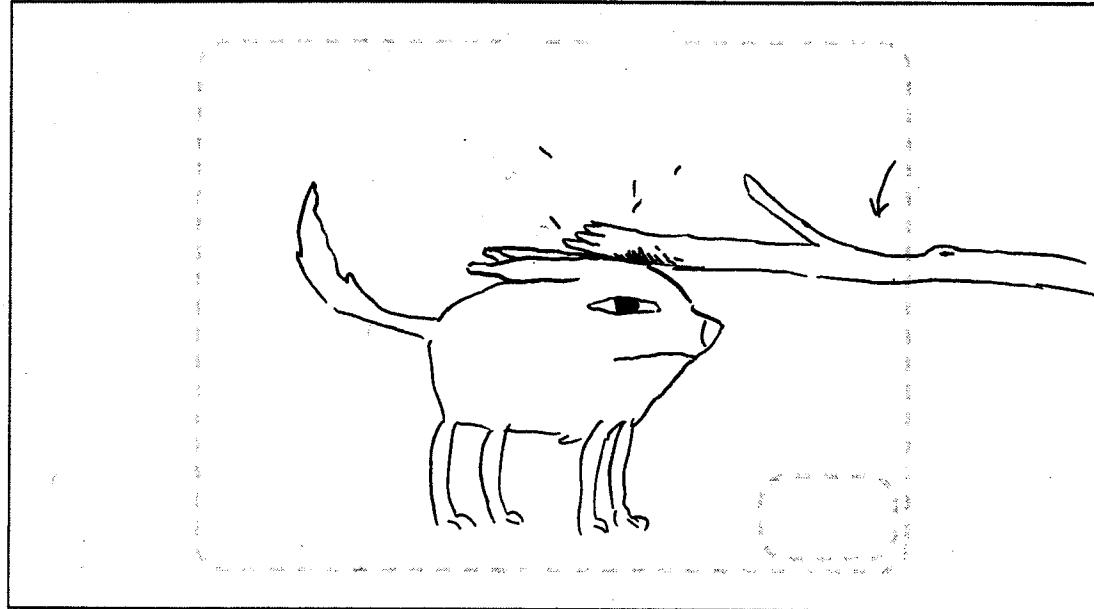
39

Pnl.

F

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE #

100863

65

# ADVENTURE TIME



Page 72

Sc. 39

Pnl. G

Bg.

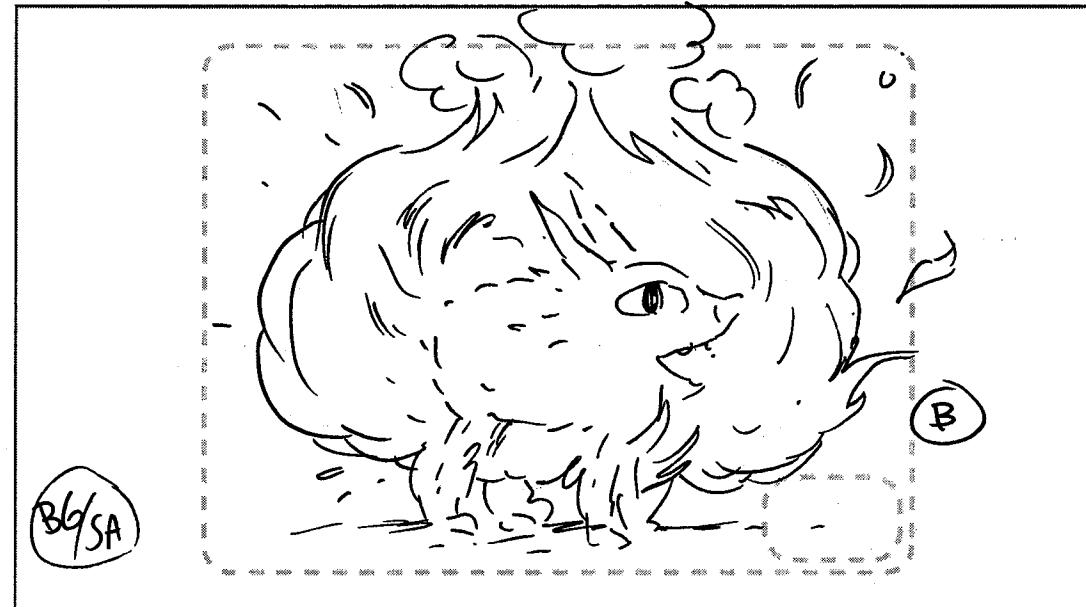
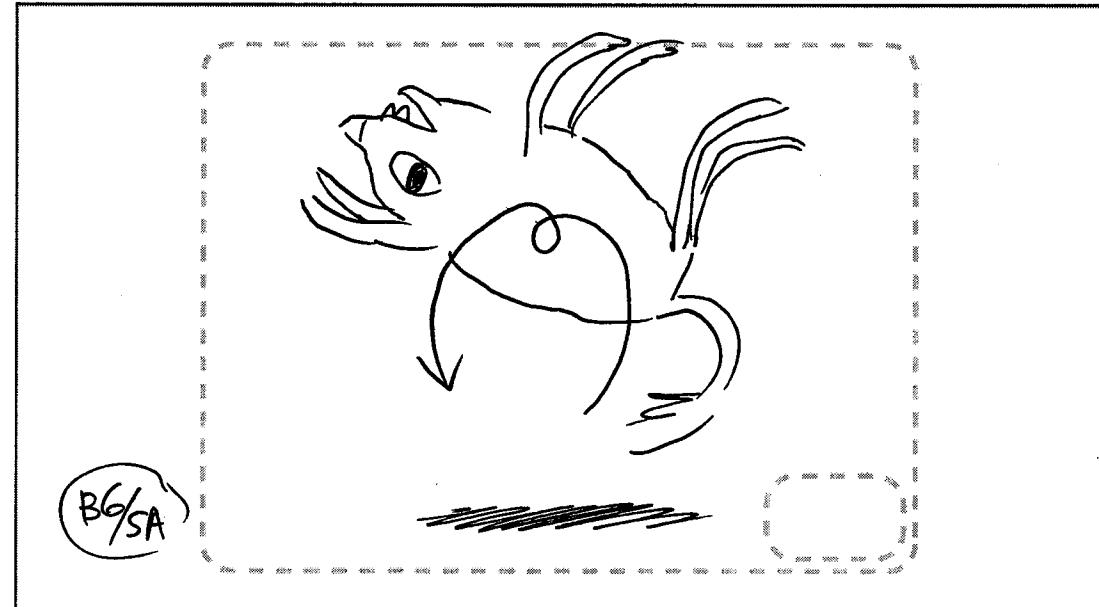
day night

Sc. 39

Pnl. H

Bg.

day night



Dialog:

(PUP!) YIP YIP!

SFX: \* POOF \*

Action:

(A) (B) (A)

Timing:



EPISODE # 100863

Production :

66

# ADVENTURE TIME



Page 73

Sc.

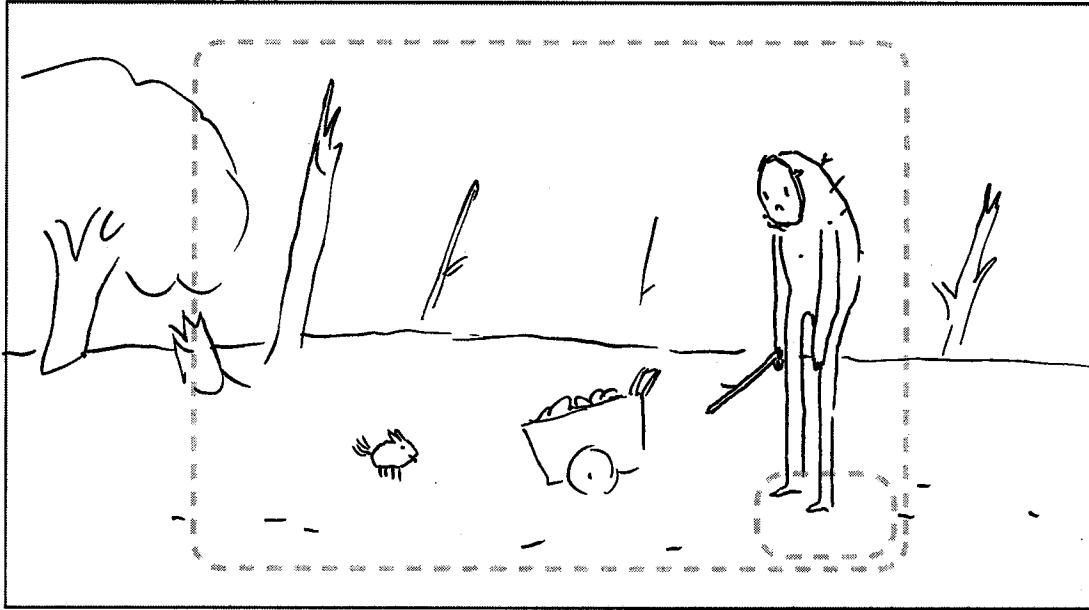
40

Pnl.

A

Bg.

day night



Sc.

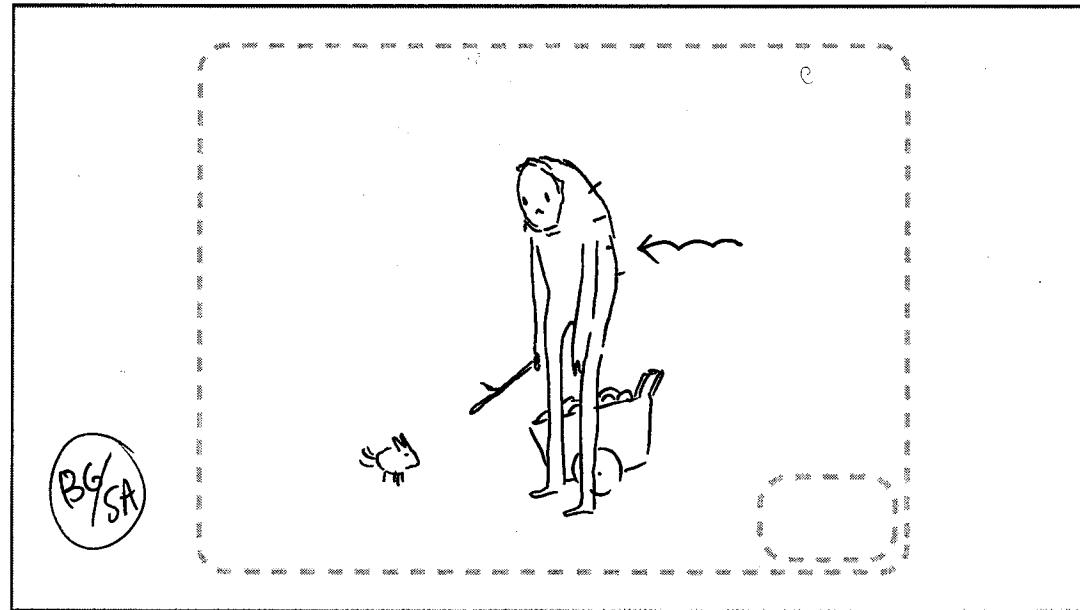
40

Pnl.

B

Bg.

day night



Dialog:

Action:

Timing:

Production :

698001

# ADVENTURE TIME

Sc.

40

Pnl.

C

Bg.

day night



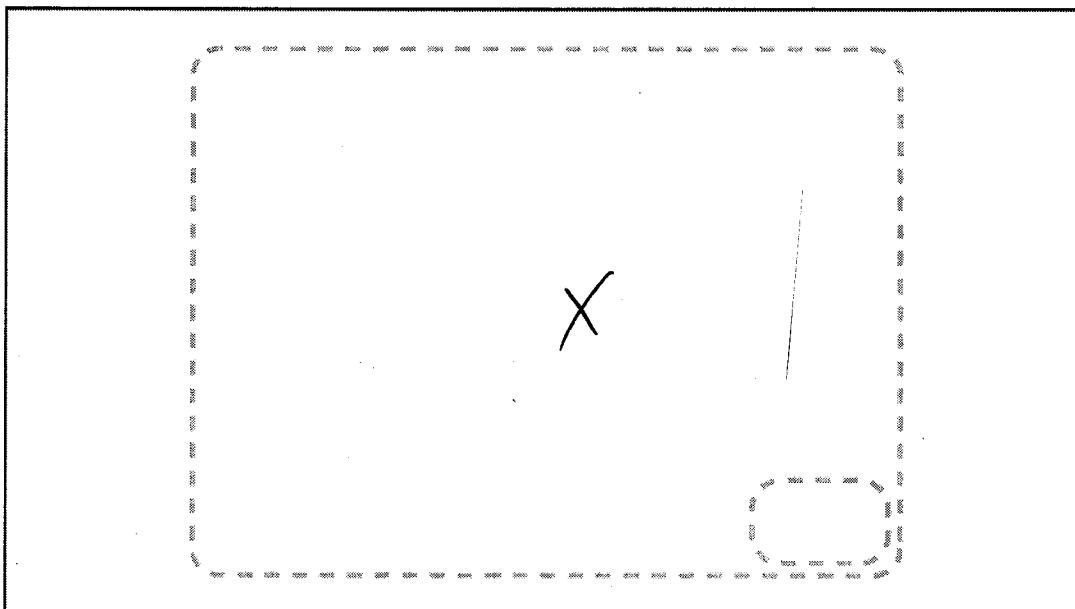
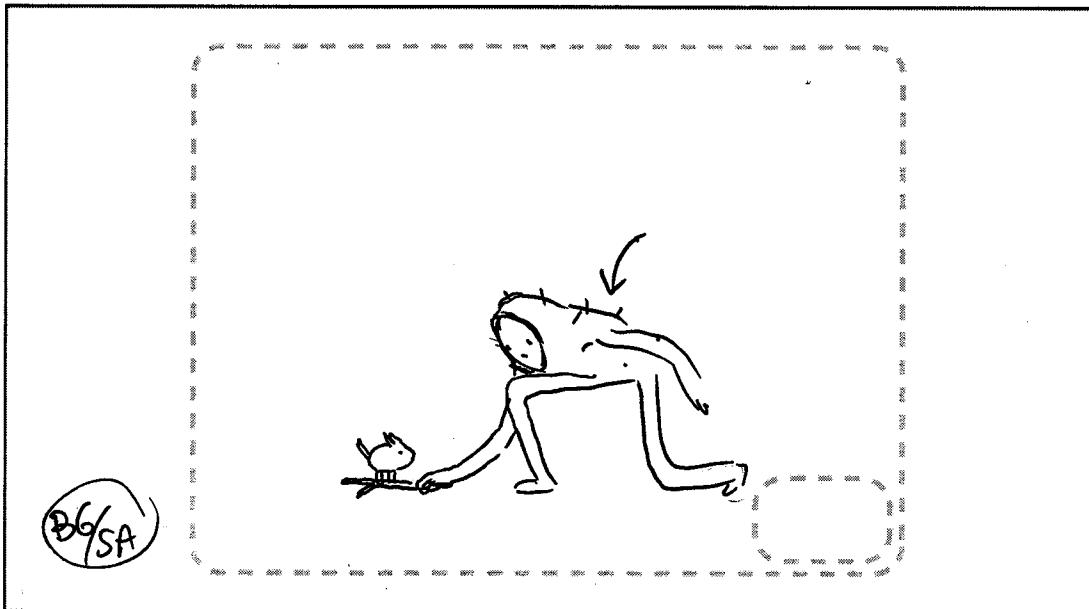
Page 74

Sc.

Pnl.

Bg.

day night



Dialog:

68

Action:

Timing:

Production :

698001

# ADVENTURE TIME



Page 75

Sc. 40

Pnl. D

Bg.

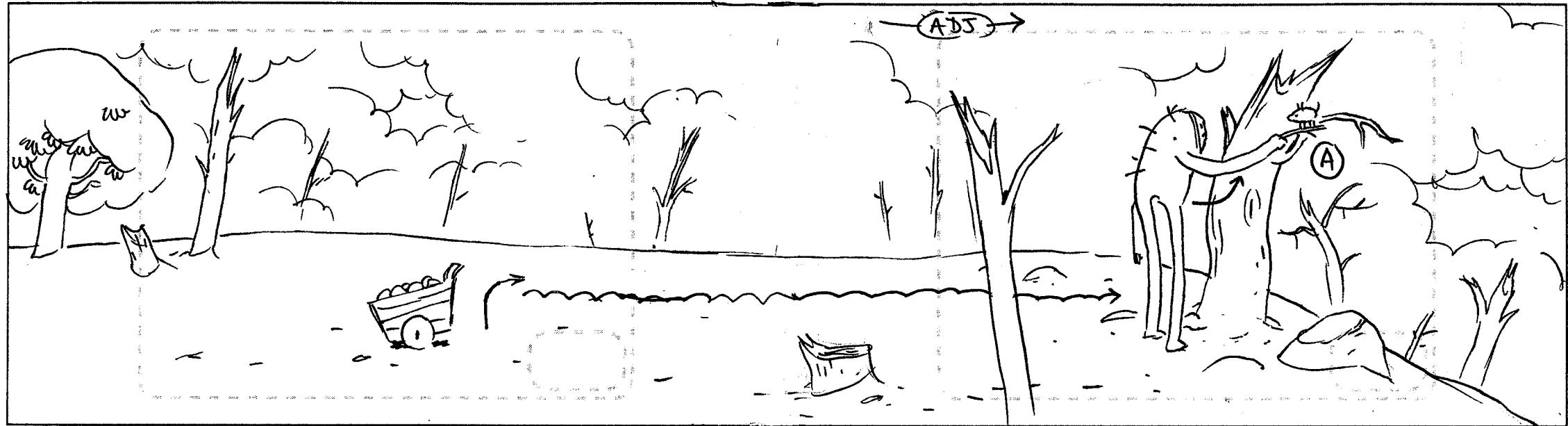
day night

Sc.

Pnl.

Bg.

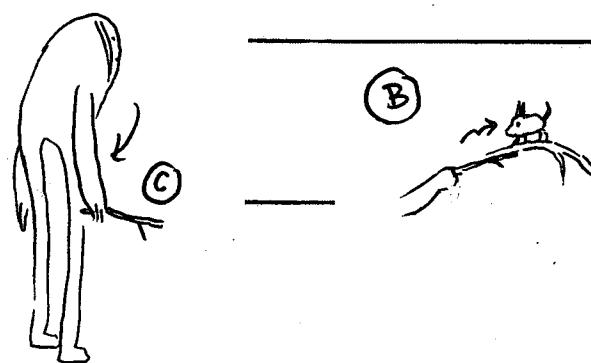
day night



Dialog:

Action:

Timing:



Production :

100863

# ADVENTURE TIME



Page 76

Sc. 41

Pnl. A

Bg.

day night



Sc. 41

Pnl. B

Bg.

day night



Dialog:

SFX: \* POOF \*

Action:

Timing:

EPISODE # 100866

Production :

70

# ADVENTURE TIME



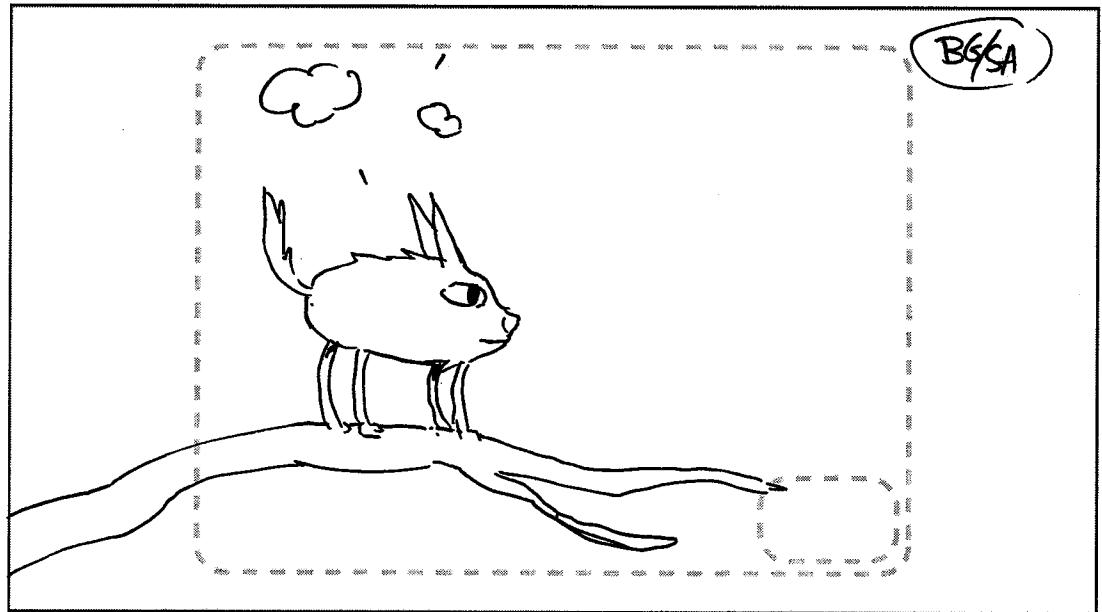
Page 77

Sc. 41

Pnl. C

Bg.

day night

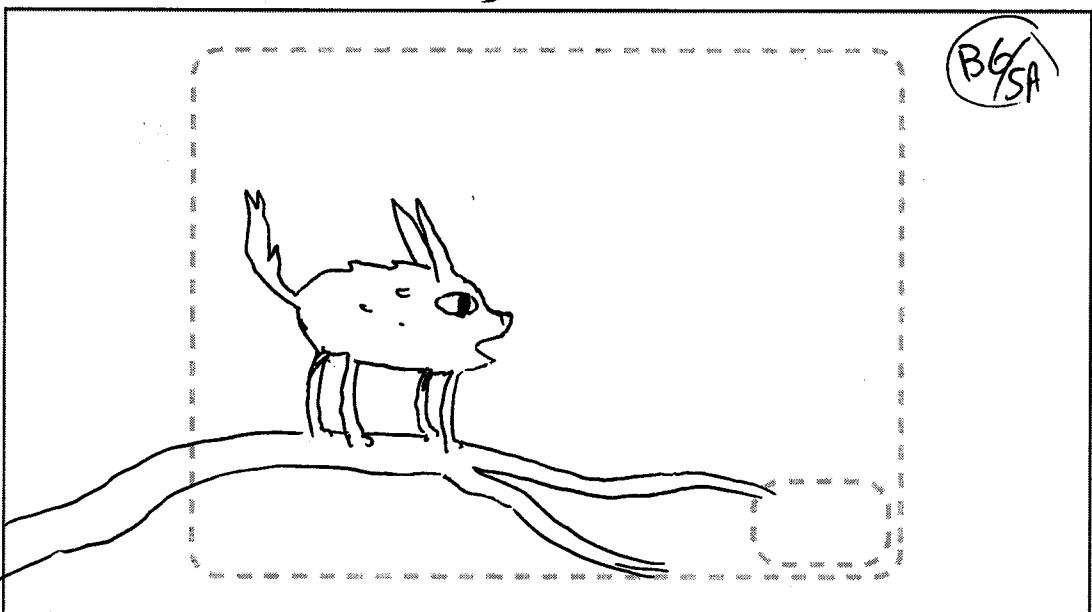


Sc. 41

Pnl. D

Bg.

day night



Dialog:

(PUP:) YIP YIP!

71

Action:

Timing:

Production :

100863

# ADVENTURE TIME



Page 78

Sc.

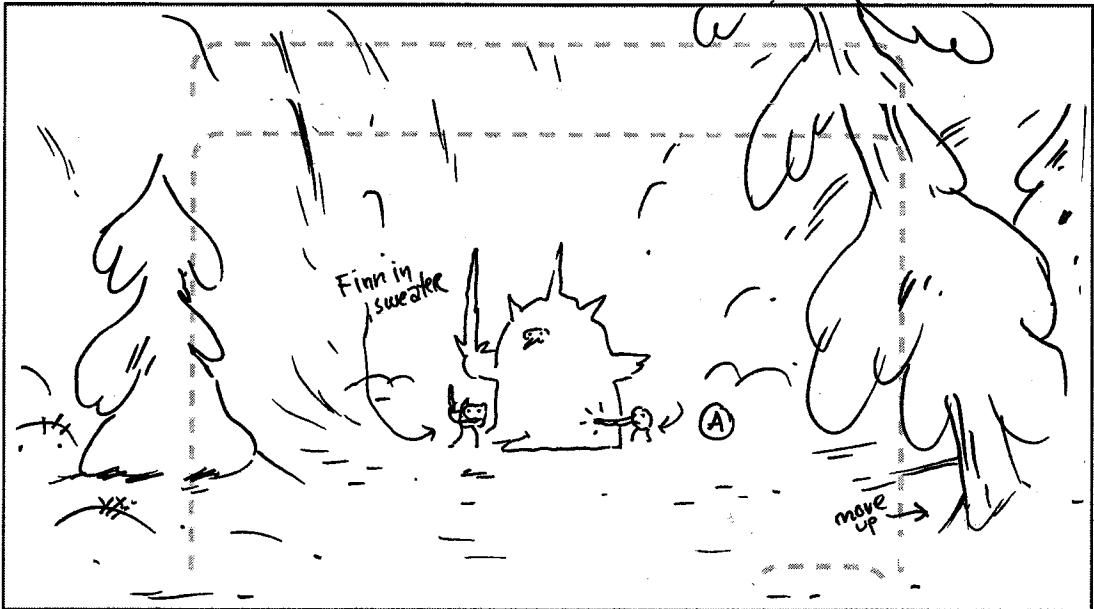
42

Pnl.

A

Bg.

day night



Sc.

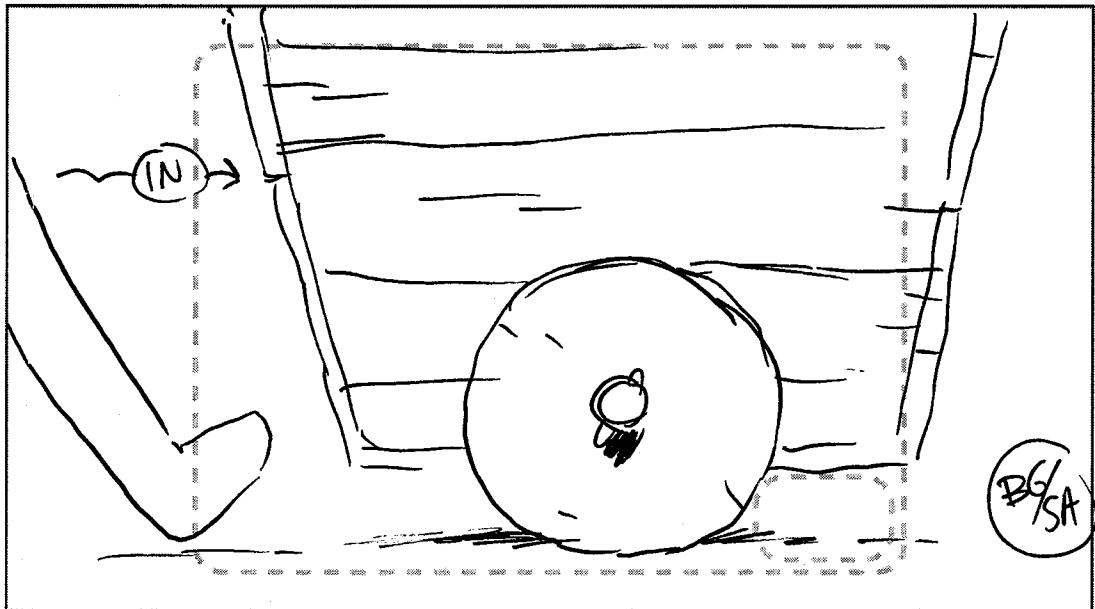
42

Pnl.

B

Bg.

day night



Dialog:

F+J: \*grunting\*

ICE KING: Fools! Fools!

F+J:

Action: Finn + Jake alternate hitting ice king with sticks:  
A B A B A B etc.



Timing:

EPISODE # 100863

Production:

72

# ADVENTURE TIME



Page 79

Sc. 42

Pnl. C

Bg.

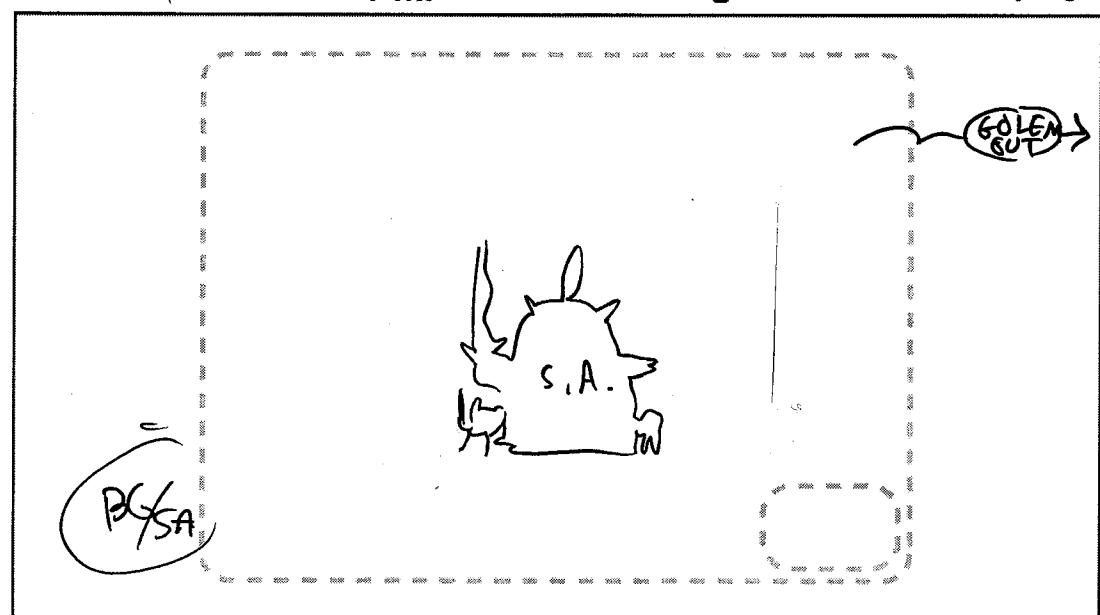
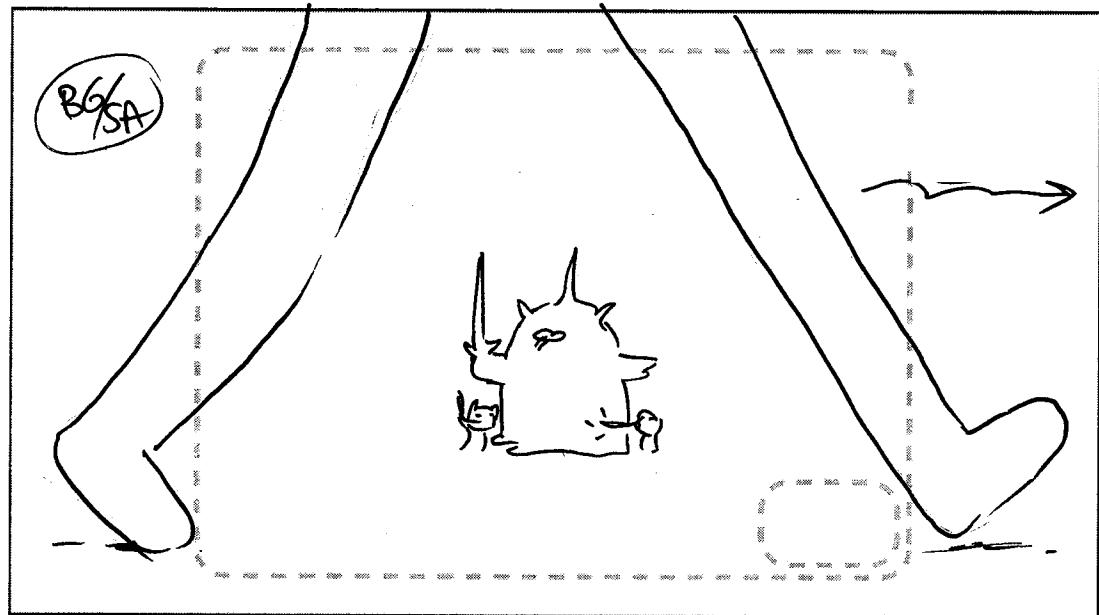
day night

Sc. 42

Pnl. D

Bg.

day night



Dialog:

I.K.: You're wasting your ti-yime!

Action:

still hitting —————→

Timing:

EPISODE # 100863

73

Production :

# ADVENTURE TIME



Page 80

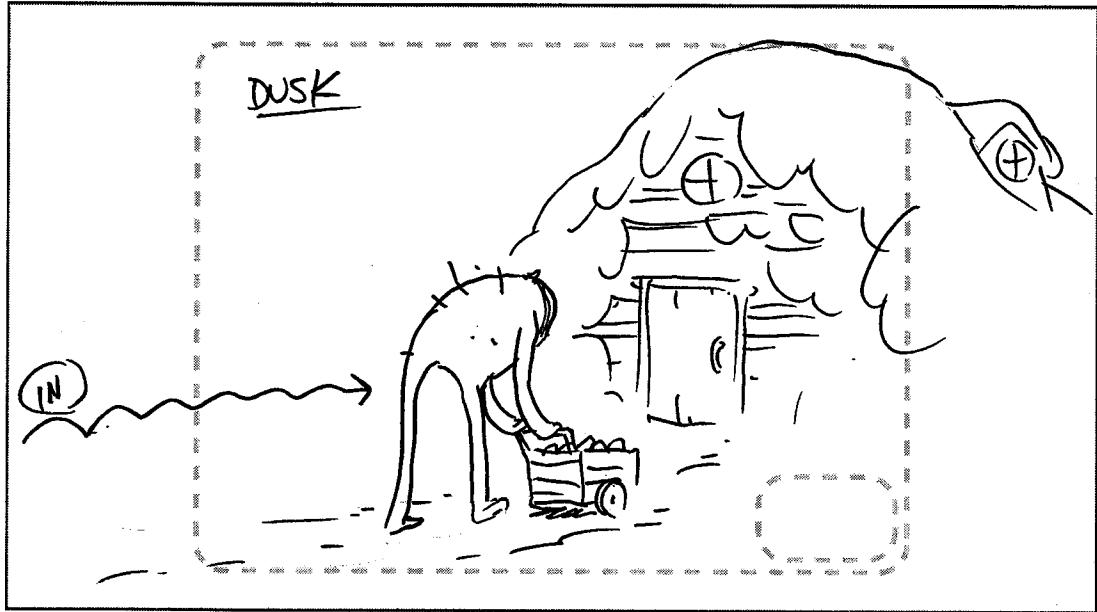
Sc.

43

Pnl. A

Bg.

day night



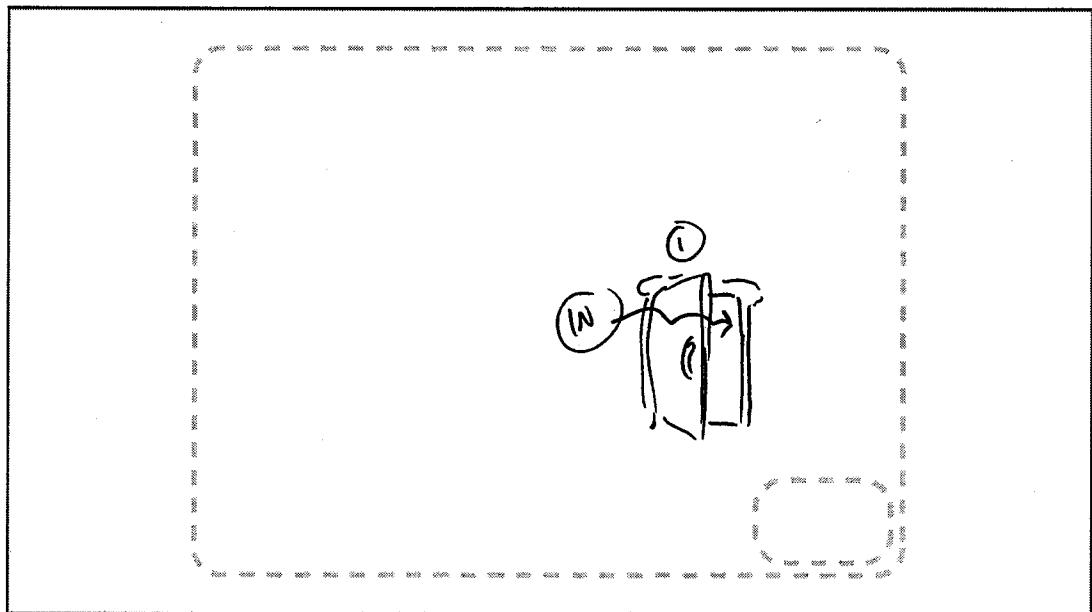
Sc.

43

Pnl. B

Bg.

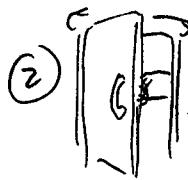
day night



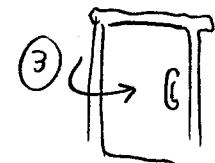
Dialog:

74

Action:



Timing:



Production :

EPISODE # 100863

# ADVENTURE TIME



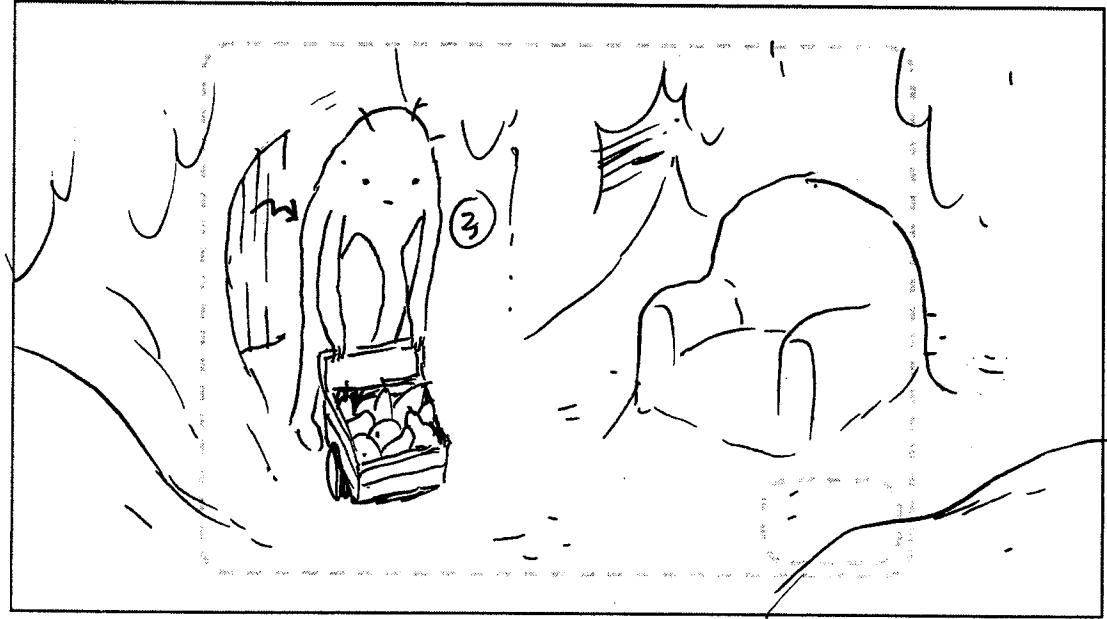
Page 81

Sc. 44

Pnl. A

Bg.

day night

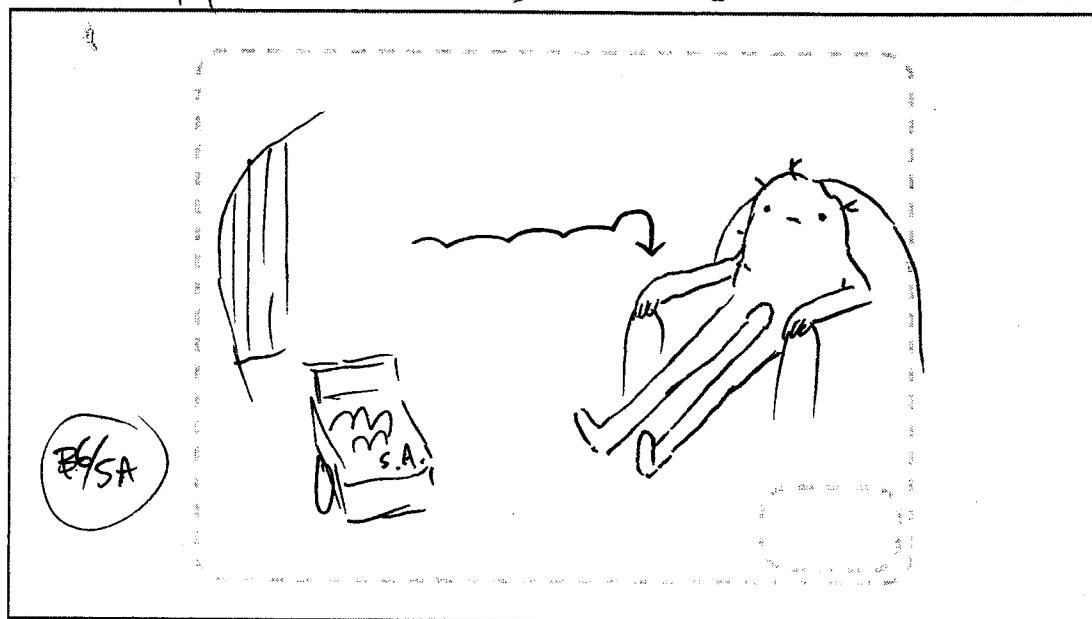


Sc. 44

Pnl. B

Bg.

day night

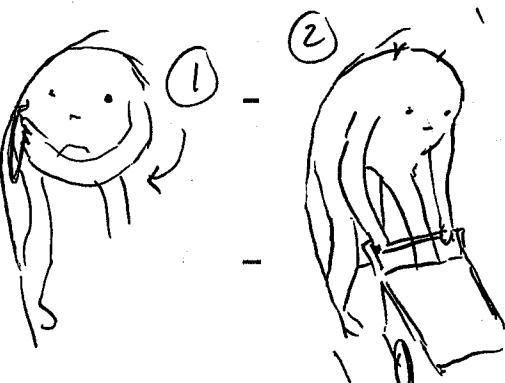


EPISODE # 100863

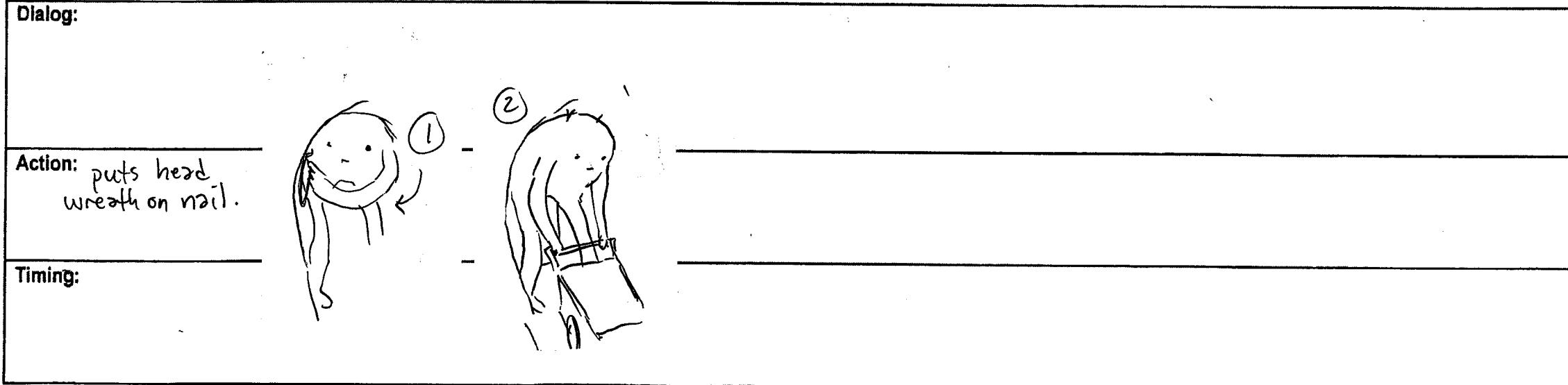
Production :

Dialog:

Action: puts head wreath on nail.



Timing:



# ADVENTURE TIME



Page 82

Sc.

44

Pnl.

C

Bg.

day night

Sc.

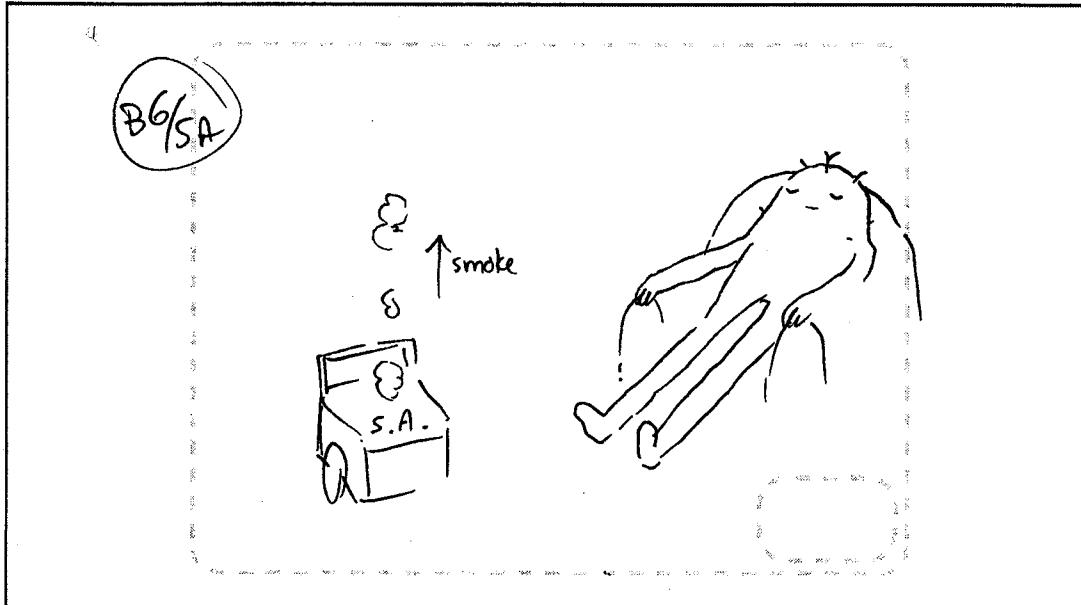
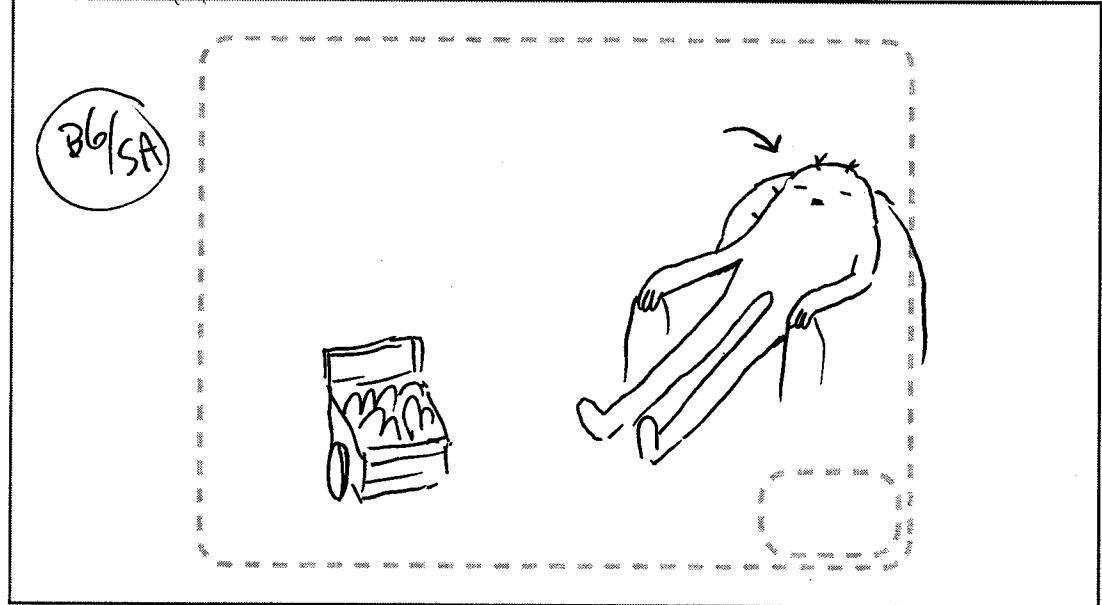
44

Pnl.

D

Bg.

day night



Dialog:

(GOLEM): a a a a h h ...

Action:

smoke starts coming from pear cart

Timing:

Production :

EPISODE # 1000863

76

# ADVENTURE TIME



Page 83

Sc. 44

Pnl. E

Bg.

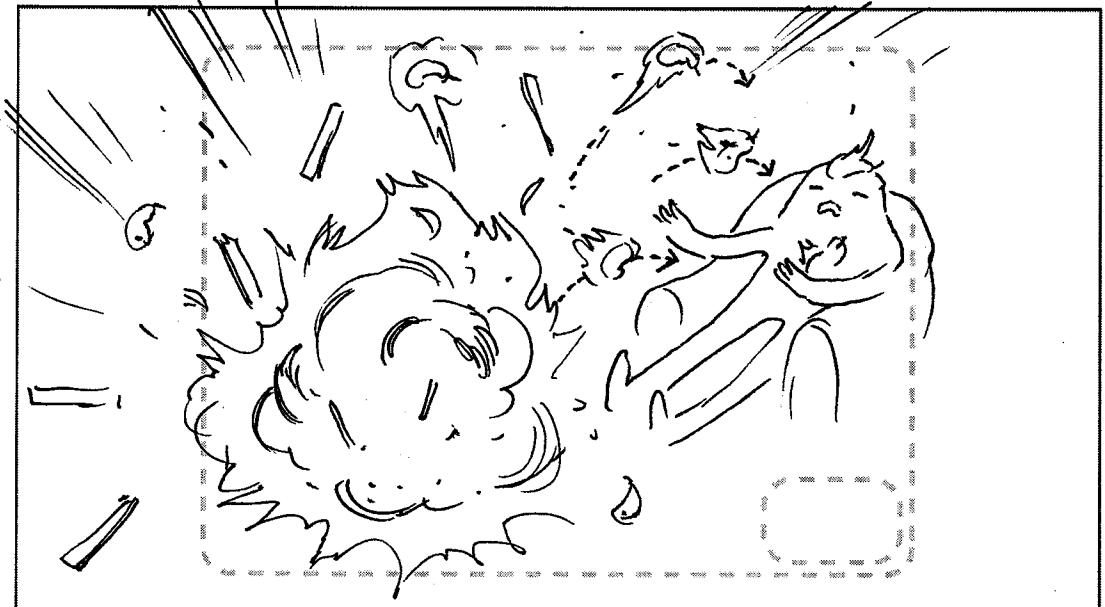
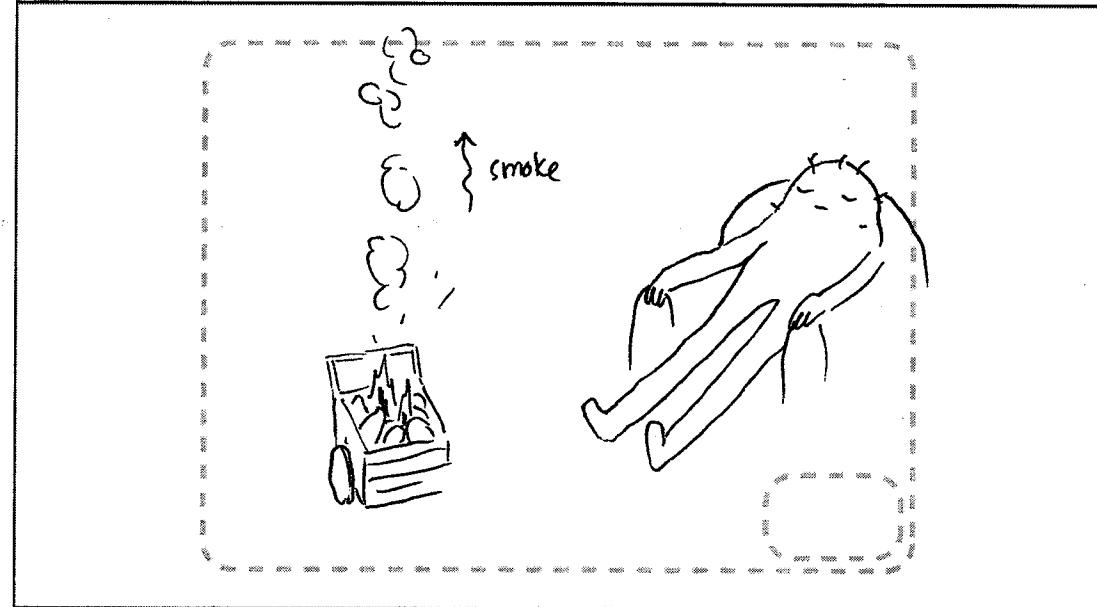
day night

Sc. 44

Pnl. F

Bg.

day night



Dialog:

SFX: Boom

Action:

- little flames appear in cart
- more smoke

Cart explodes, shooting flaming pears onto Golem

Timing:

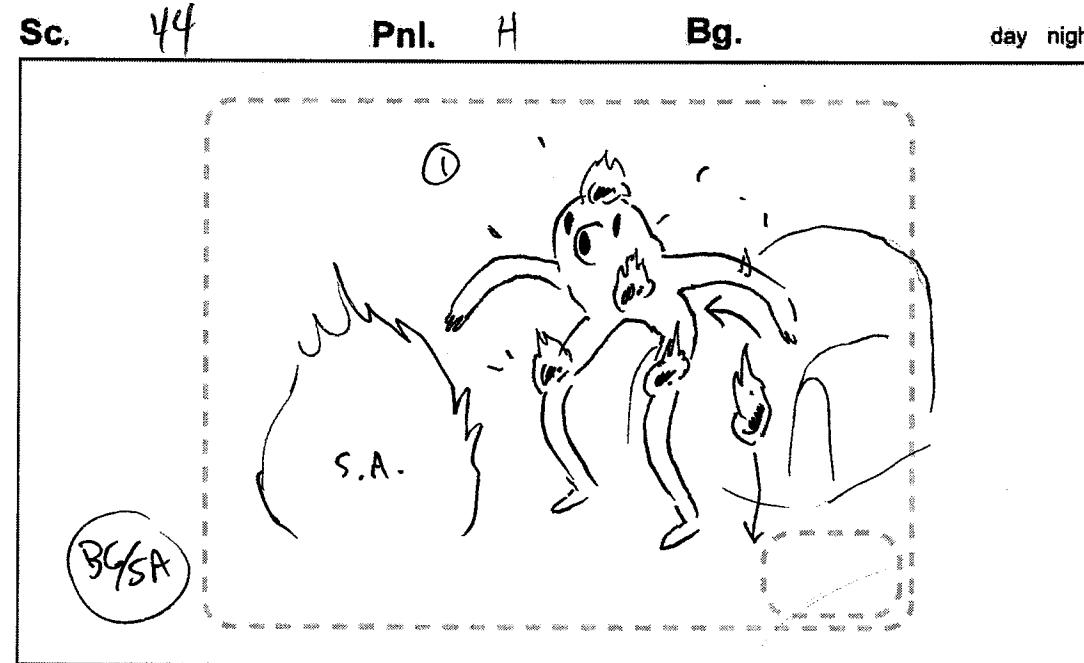
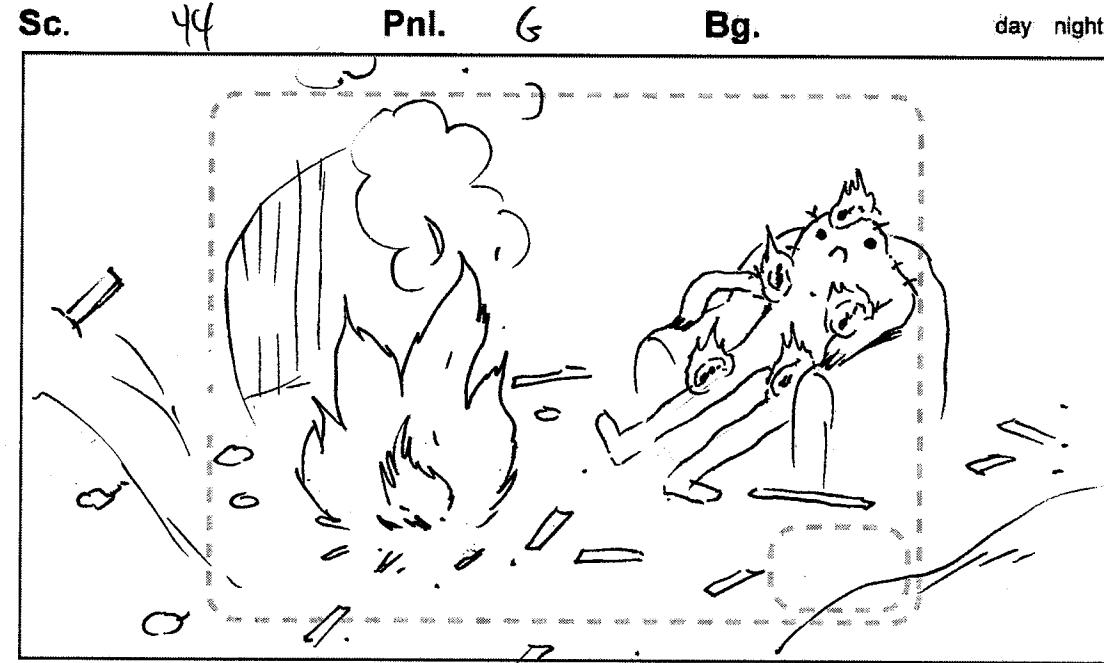
EPISODE # 100863

Production:

# ADVENTURE TIME



Page 84



Dialog:

(GOLEM:) WHEOO! WHEOOOO!!

Action:

Timing:



EPISODE # 100863

Production :

# ADVENTURE TIME

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Page 85

Sc.

44

Pnl. I

Bg.

day night

Sc.

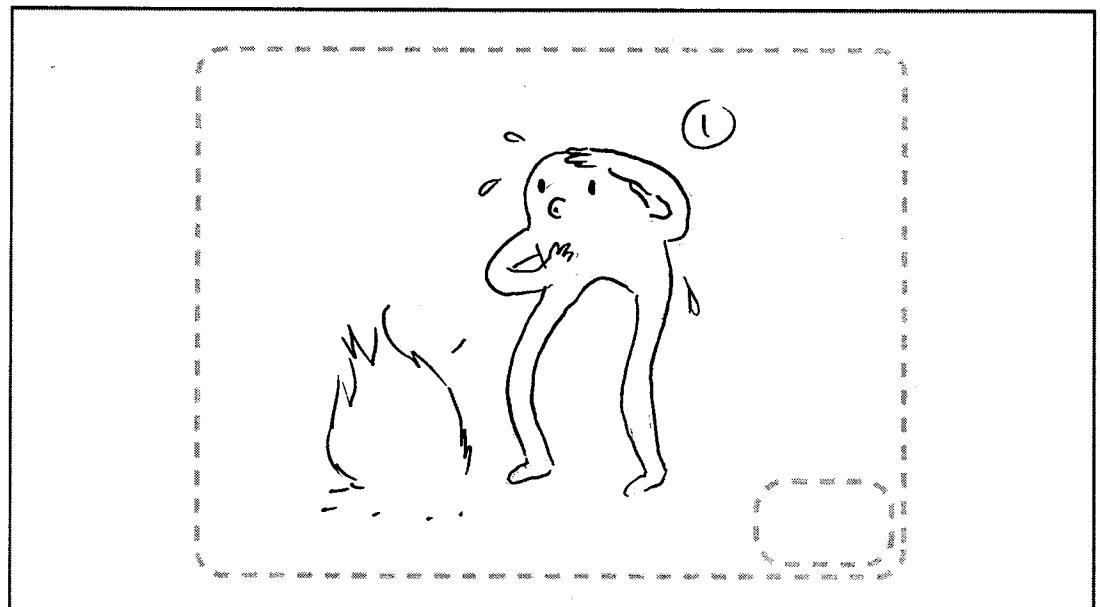
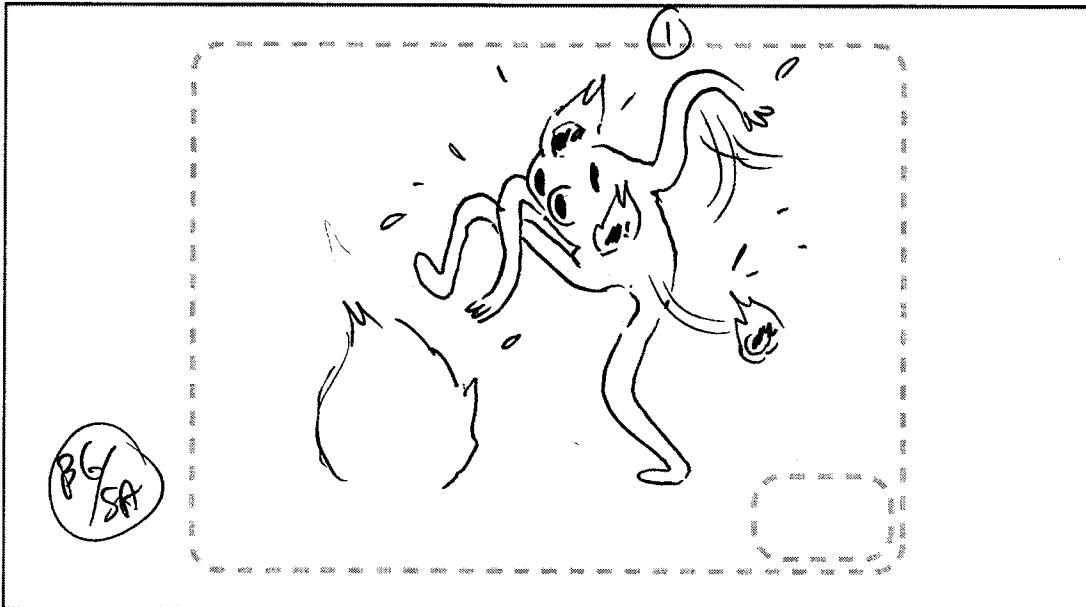
44

Pnl.

5

Bg.

day night

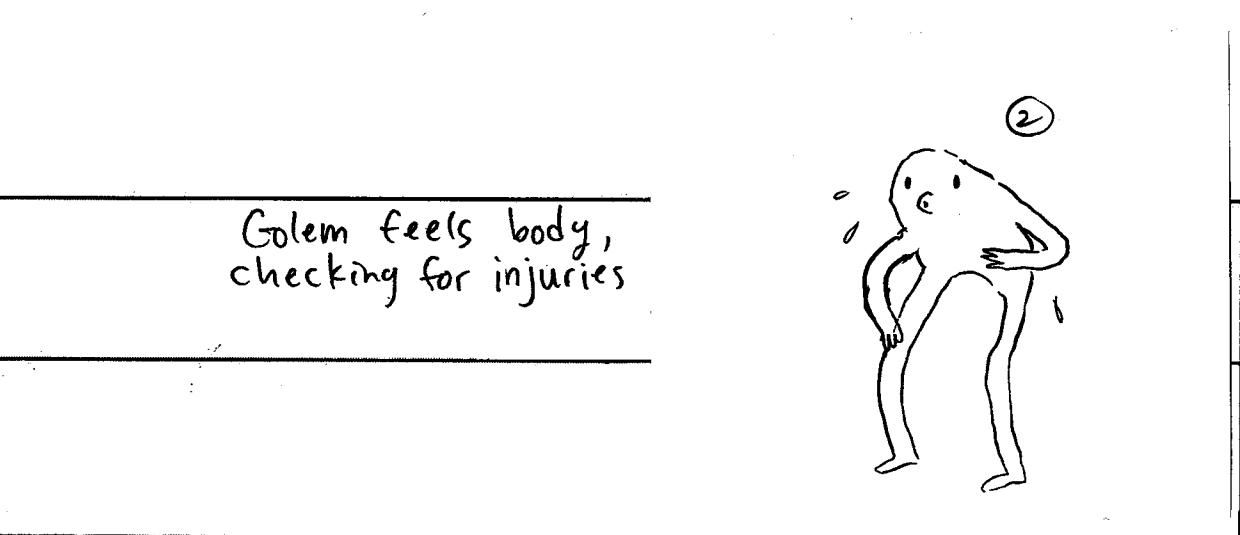


Dialog:

Golem: Wooooo!!

Action: Golem slaps  
paws off himself

Timing:



Production :

EPISODE # 100863

79

# ADVENTURE TIME



Page 86

Sc.

44

Pnl.

L

Bg.

day night

Sc.

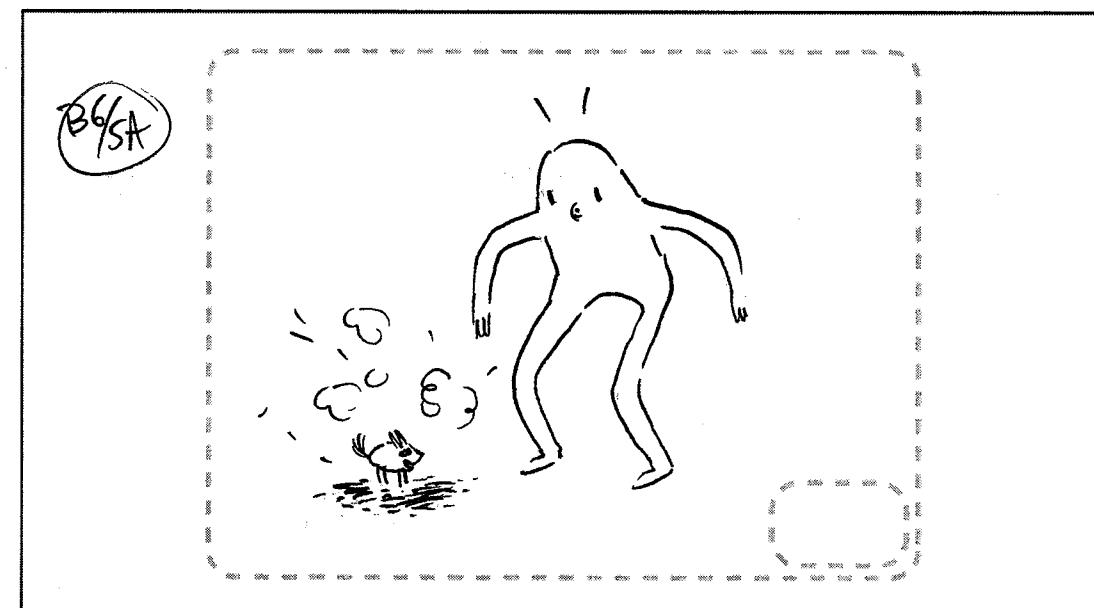
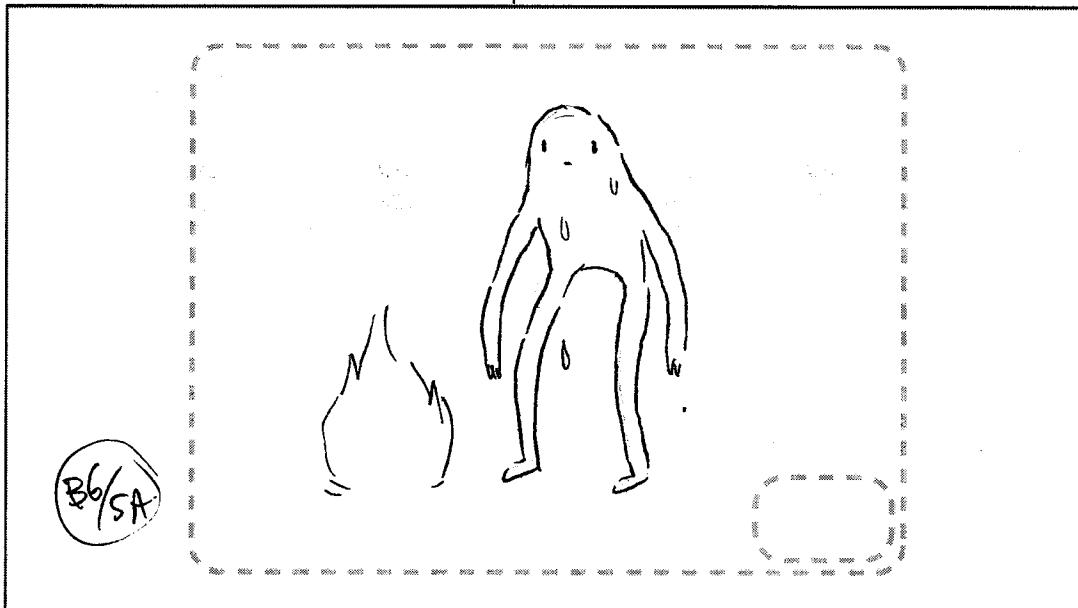
44

Pnl.

L

Bg.

day night



Dialog:

SFX: POOF

Action:

Fire goes out, revealing Pup

Timing:

EPISODE #

50

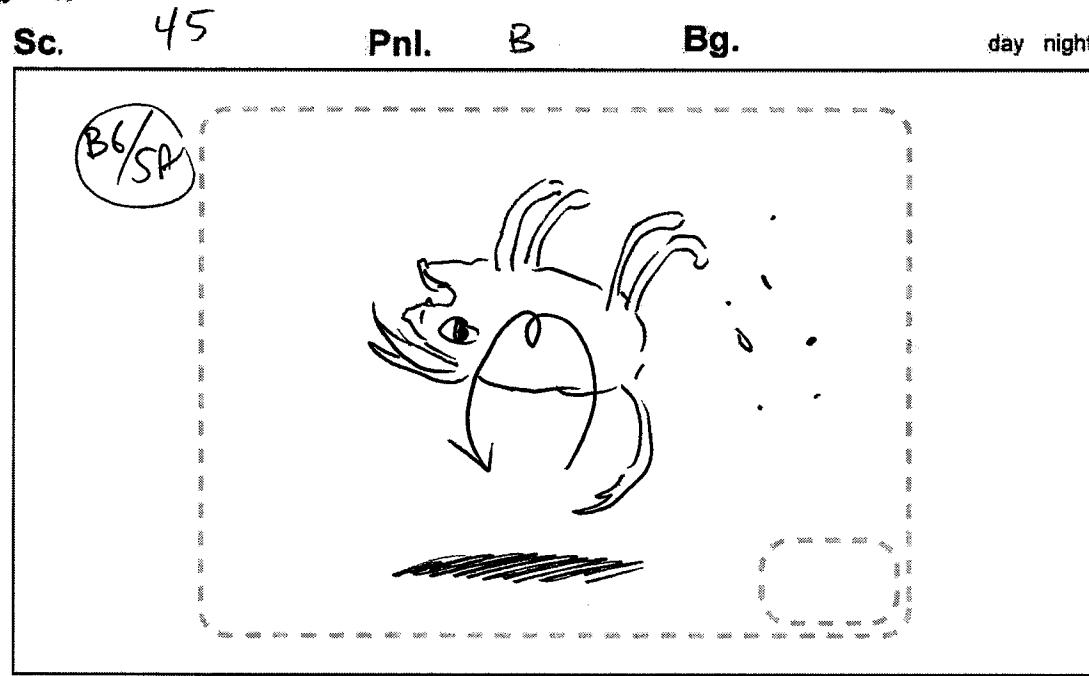
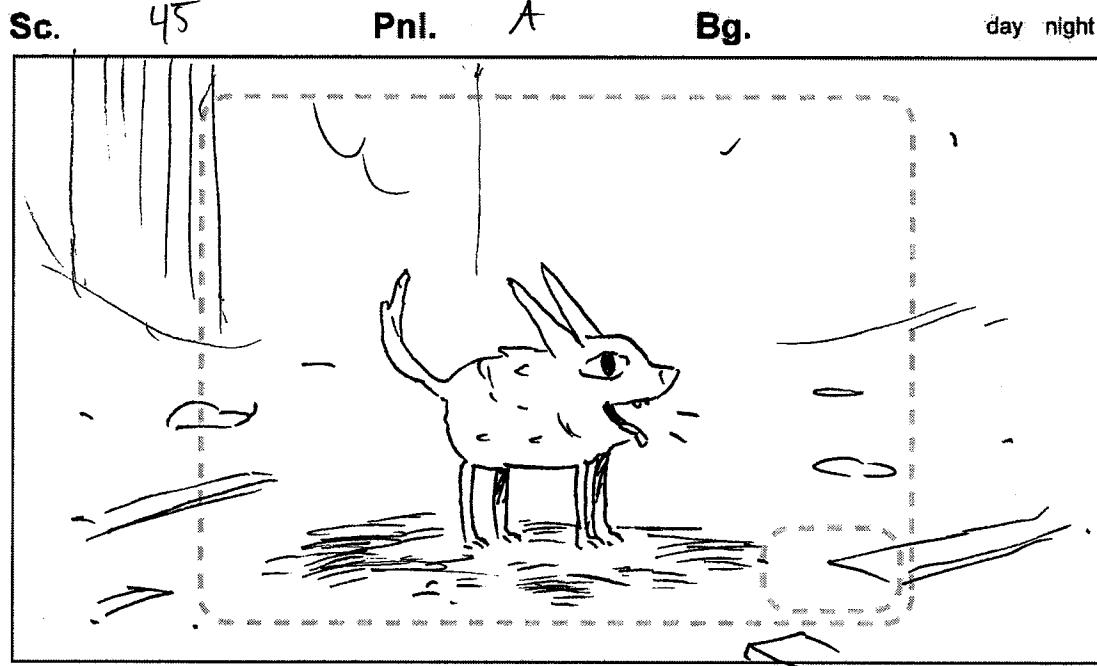
Production :

100863

# ADVENTURE TIME



Page 87



Dialog:

(Dog) YIP!

Action:

Timing:

EPISODE # 100863

Production :

# ADVENTURE TIME



Page 88

Sc. 45

Pnl.

C

Bg.

day night

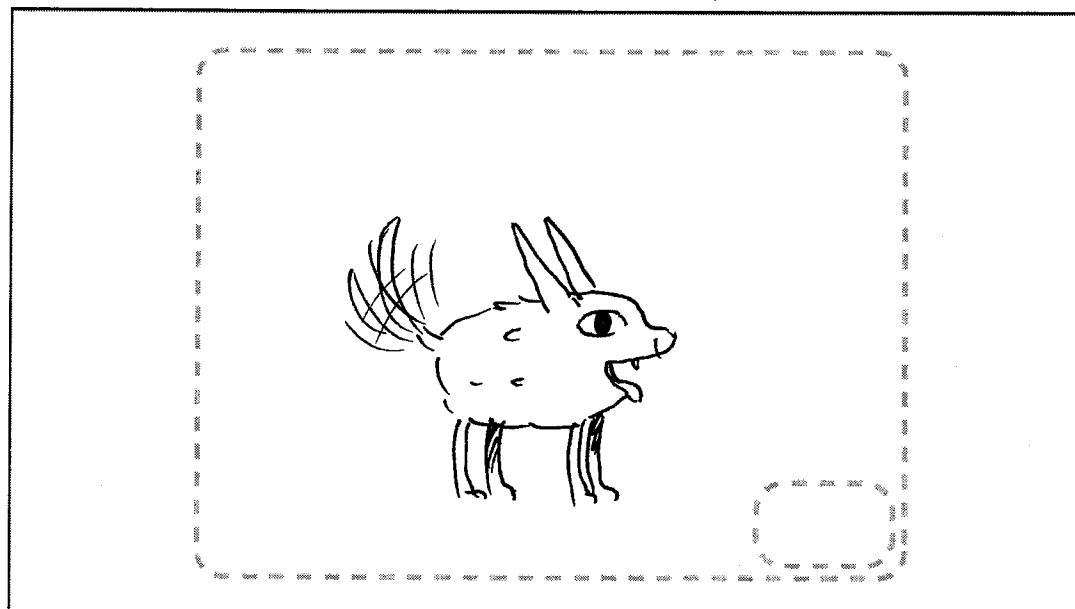
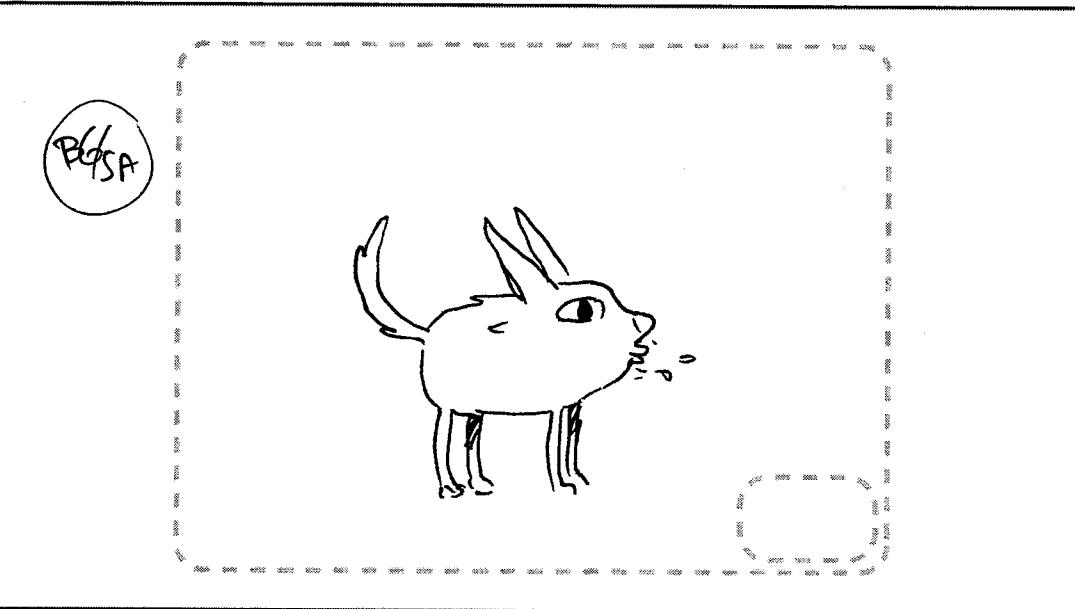
Sc. 45

Pnl.

D

Bg.

day night



Dialog:

(PUP:)\*b6p p b6p p p b6\*

(PUP:)\*pant pant\*

Action:

Timing:

82

Production :

EPISODE # 100863

# ADVENTURE TIME



Page 89

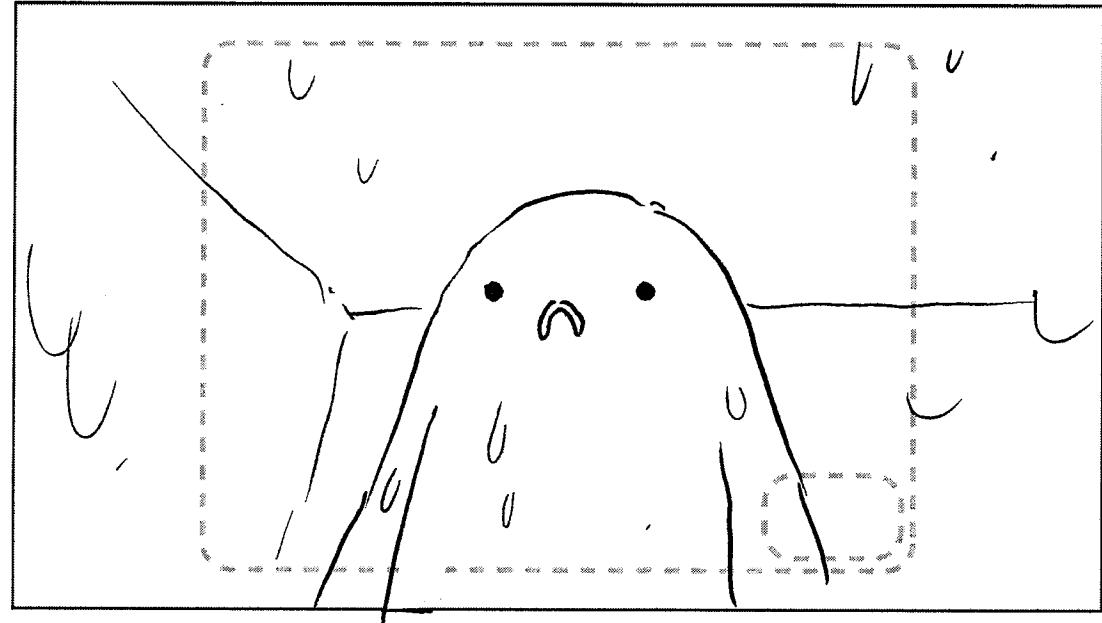
Sc.

46

Pnl. A

Bg.

day night



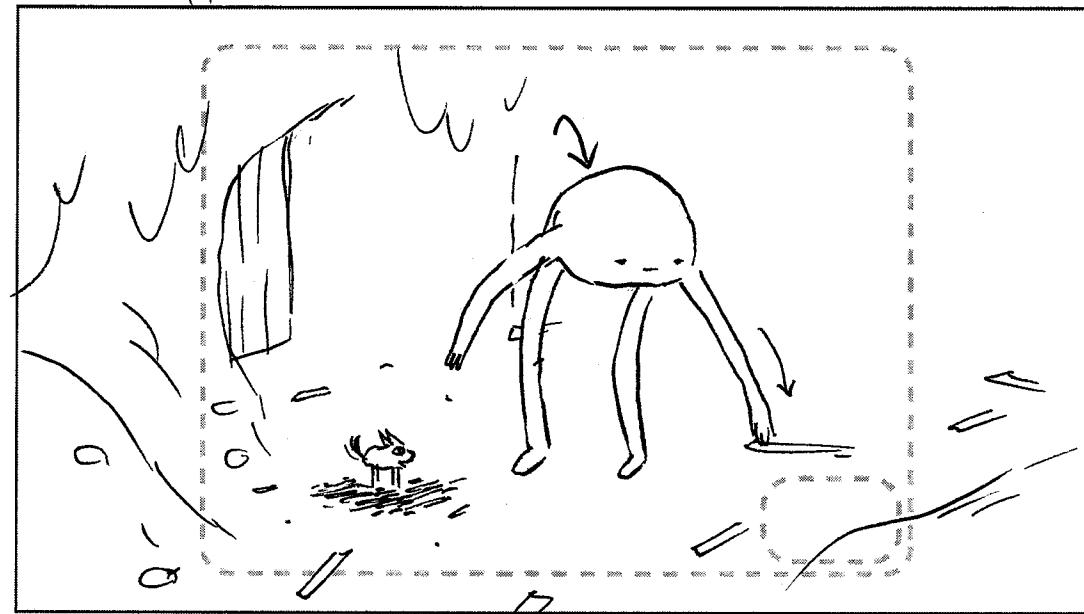
Sc.

47

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE # 100863

83

# ADVENTURE TIME



Page 90

Sc.

47

Pnl.

B

Bg.

day night

Sc.

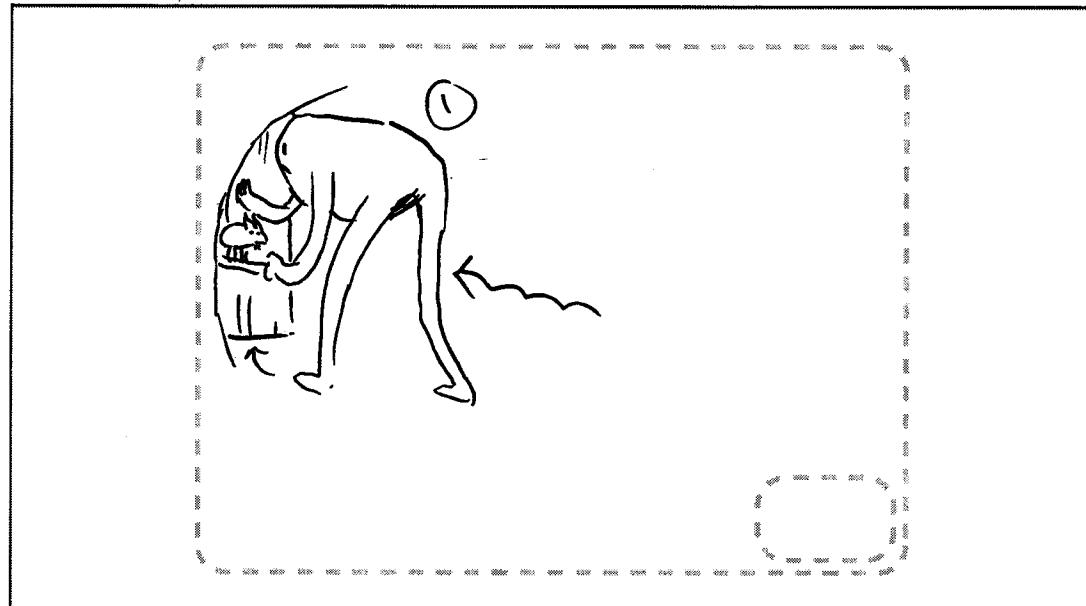
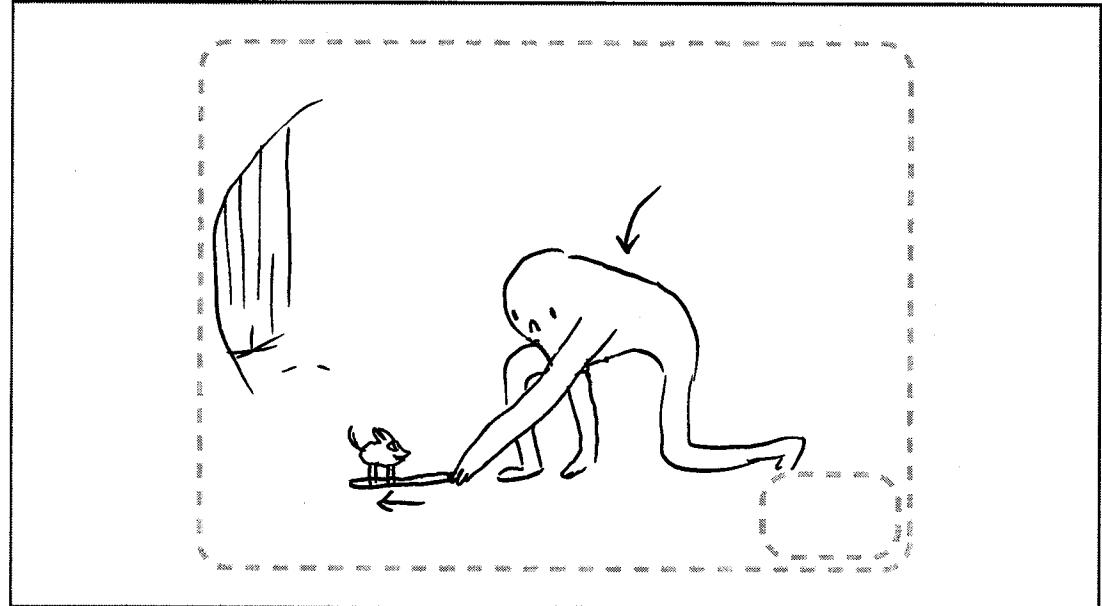
47

Pnl.

C

Bg.

day night



Dialog:

Action:

Timing:



Production :

EPISODE # 100863

84

# ADVENTURE TIME



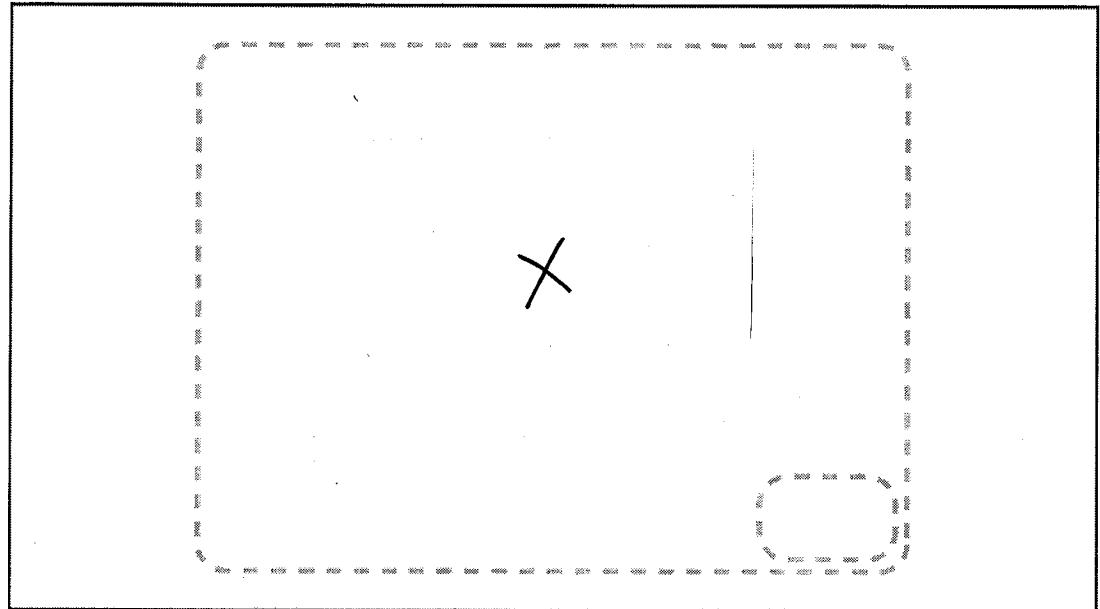
Page 91

Sc.

Pnl.

Bg.

day night



Sc.

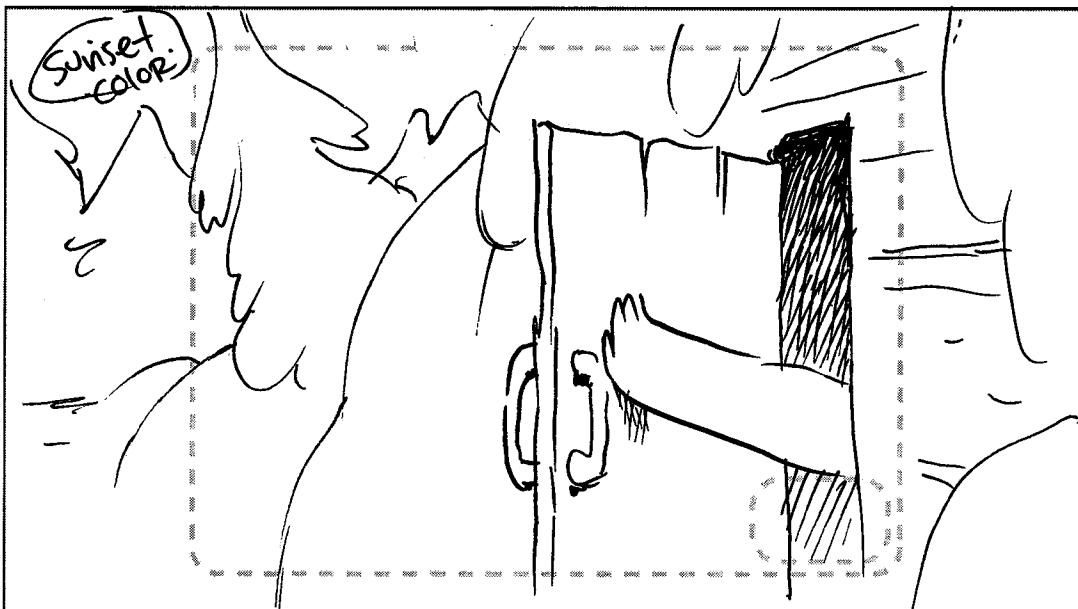
48

Pnl.

A

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 100863

Production :

85

# ADVENTURE TIME



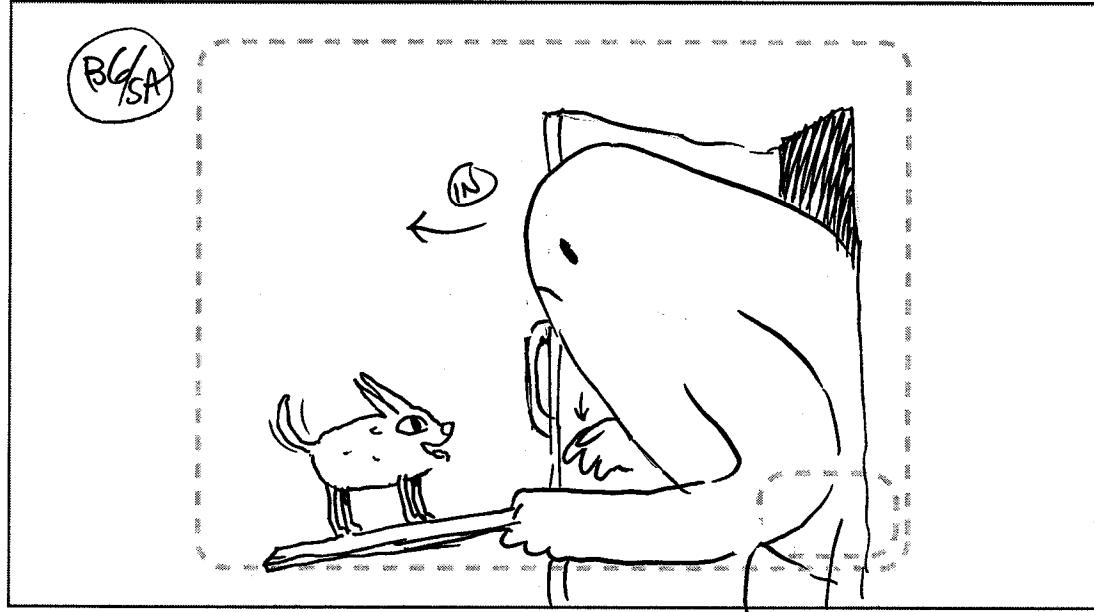
Page 92

Sc. 48

Pnl. B

Bg.

day night

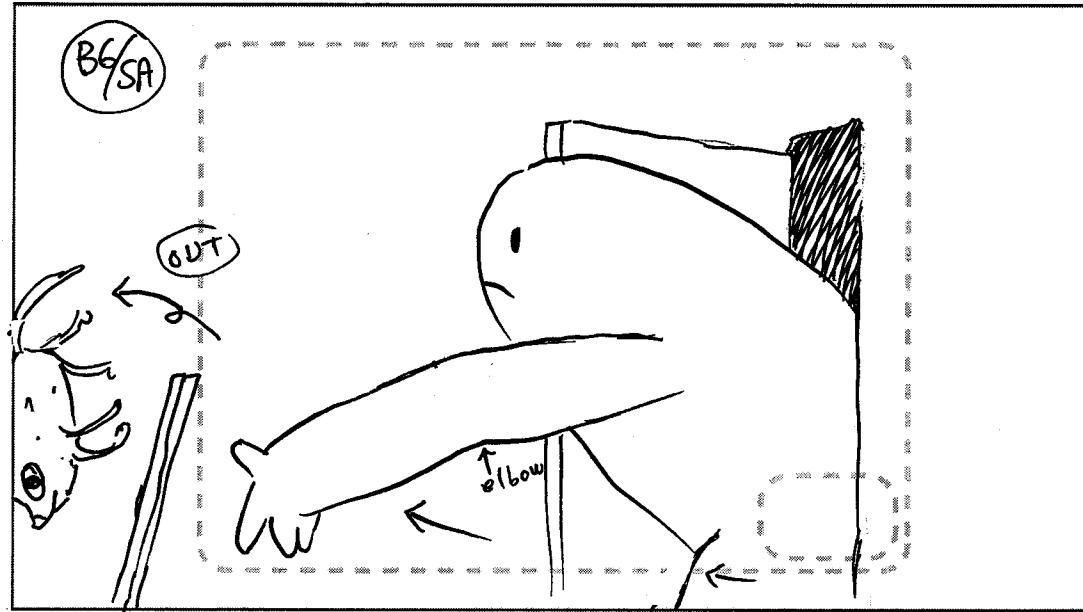


Sc. 48

Pnl. C

Bg.

day night



Dialog:

Action:

arm bends  
slightly  
backward

Timing:

Production :

EPISODE #

56

100863

# ADVENTURE TIME



Page 93

Sc.

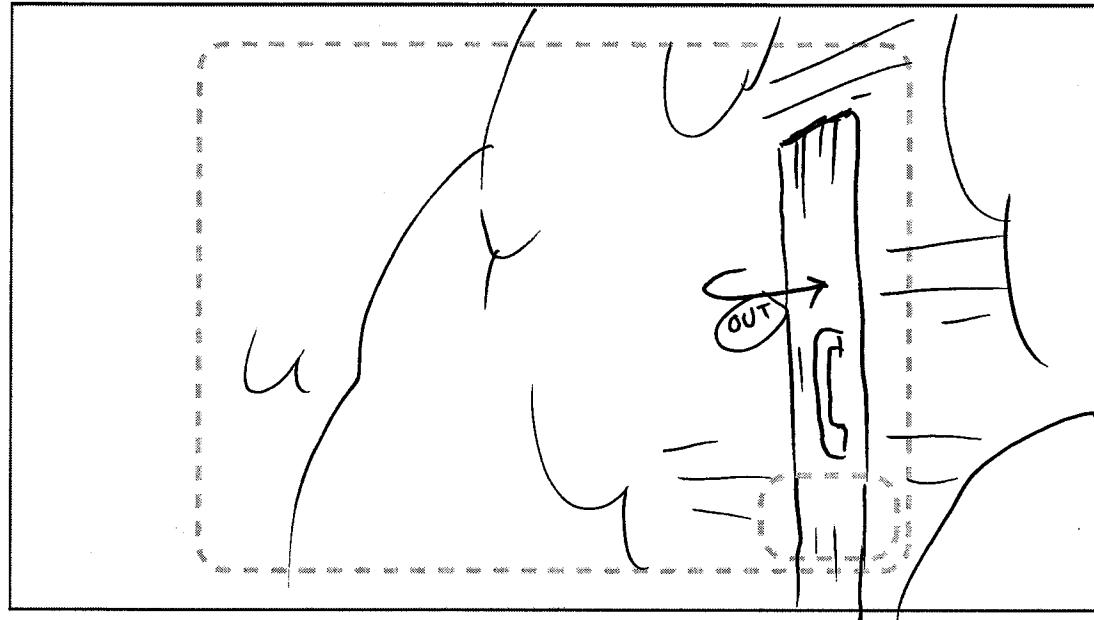
48

Pnl.

D

Bg.

day night



Sc.

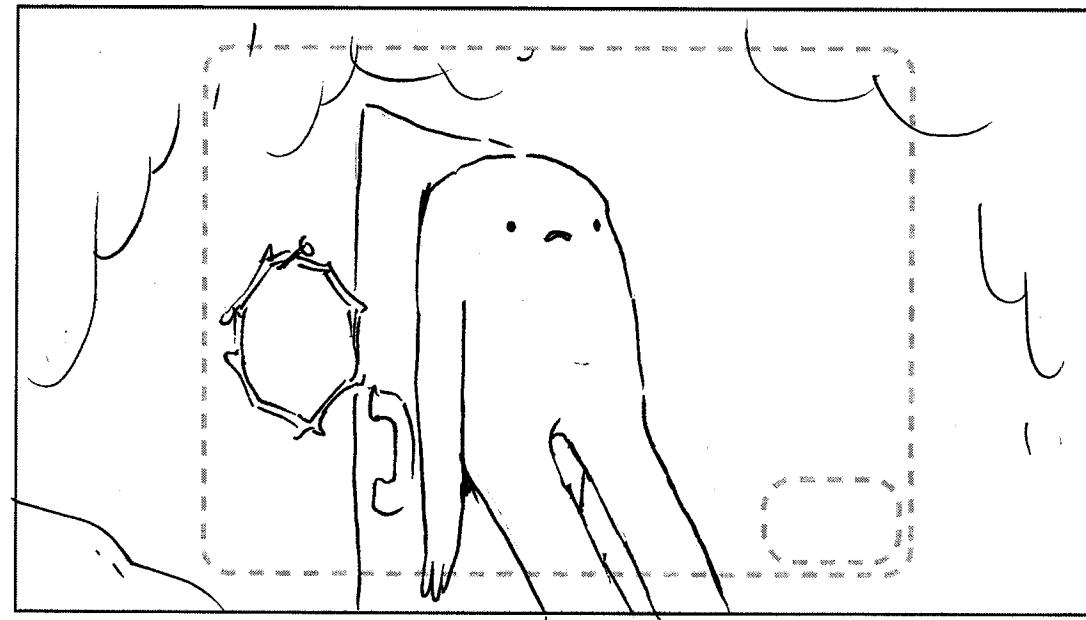
49

Pnl.

A

Bg.

day night

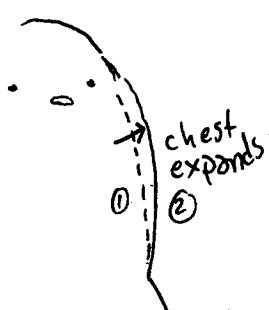


Dialog:

(GOLEM): \* in hole \*

87

Action:



Timing:

Production :

EPISODE # 100063

# ADVENTURE TIME



Page 94

Sc.

~~Sc.~~ 49

Pnl.

B

Bg.

day night

Sc.

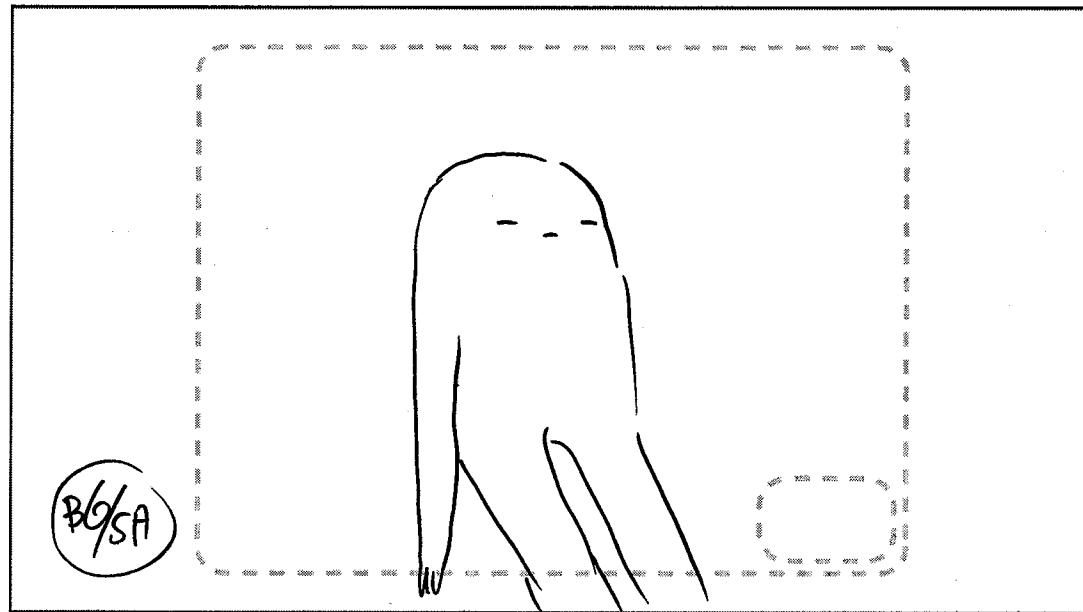
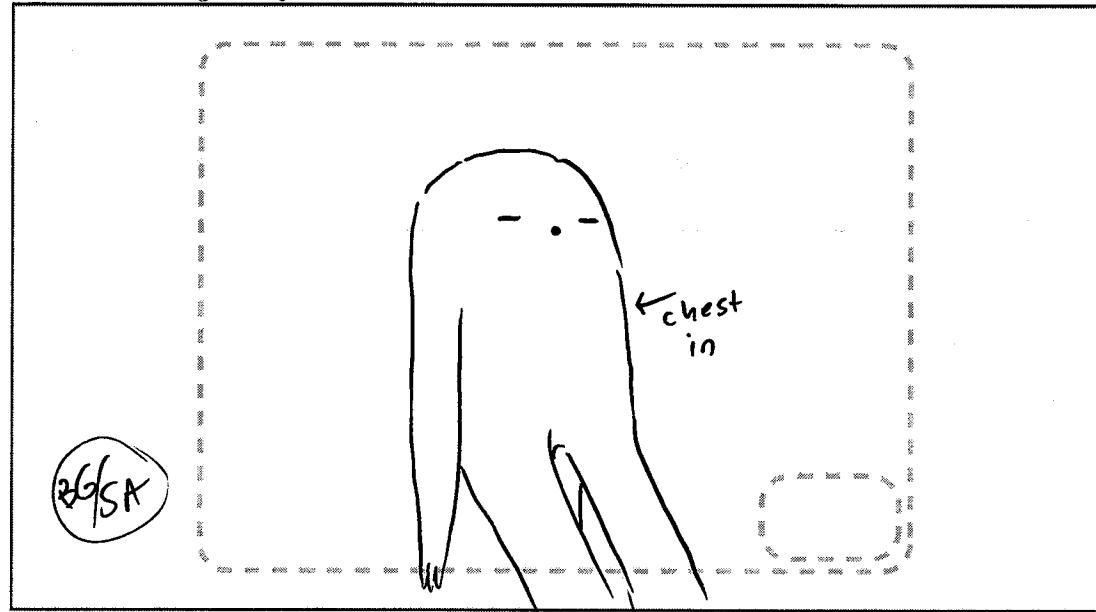
49

Pnl.

C

Bg.

day night



Dialog:

SOLEM: \* SIGH \*

PUP: (O.S.): \* Whimper whimper \*

Action:

Timing:

100863

EPISODE #

Production :

88

# ADVENTURE TIME



Page 95

Sc.

49

Pnl.

D

Bg.

day night

Sc.

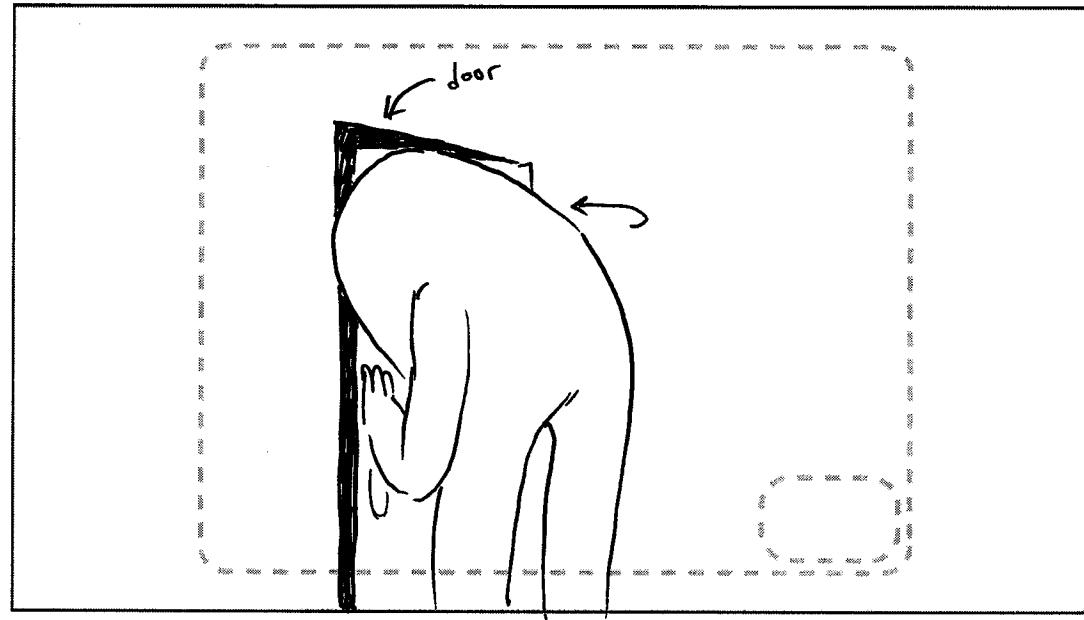
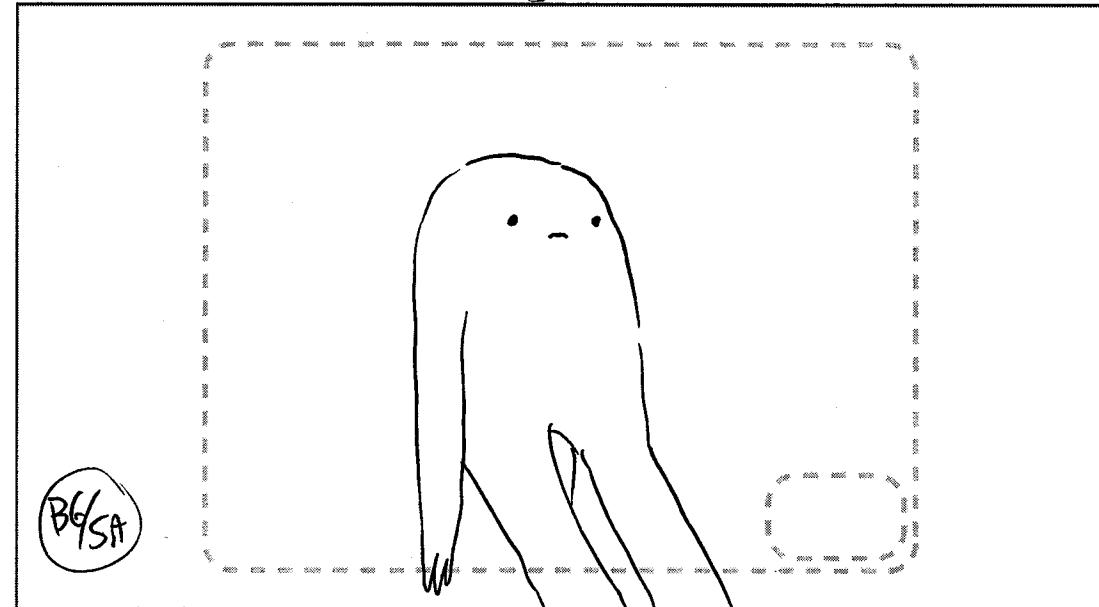
49

Pnl.

E

Bg.

day night



Dialog:

PUP (OS): \*whimper\*

Action:

Golem peeks outside

Timing:

Production :

100003

89

# ADVENTURE TIME



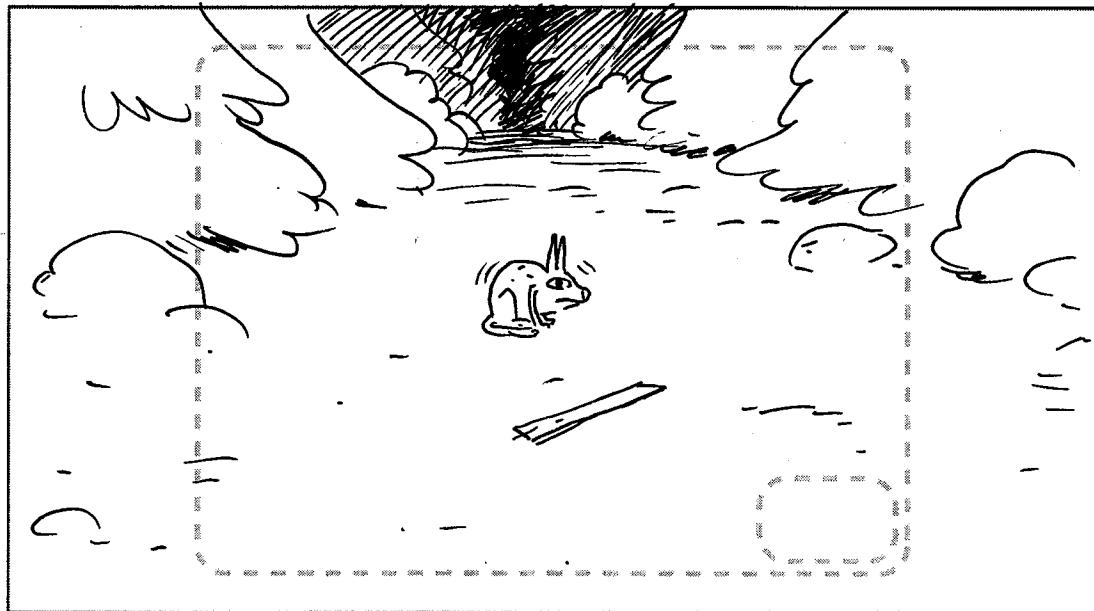
Page 96

Sc. 50

Pnl. A

Bg.

day night

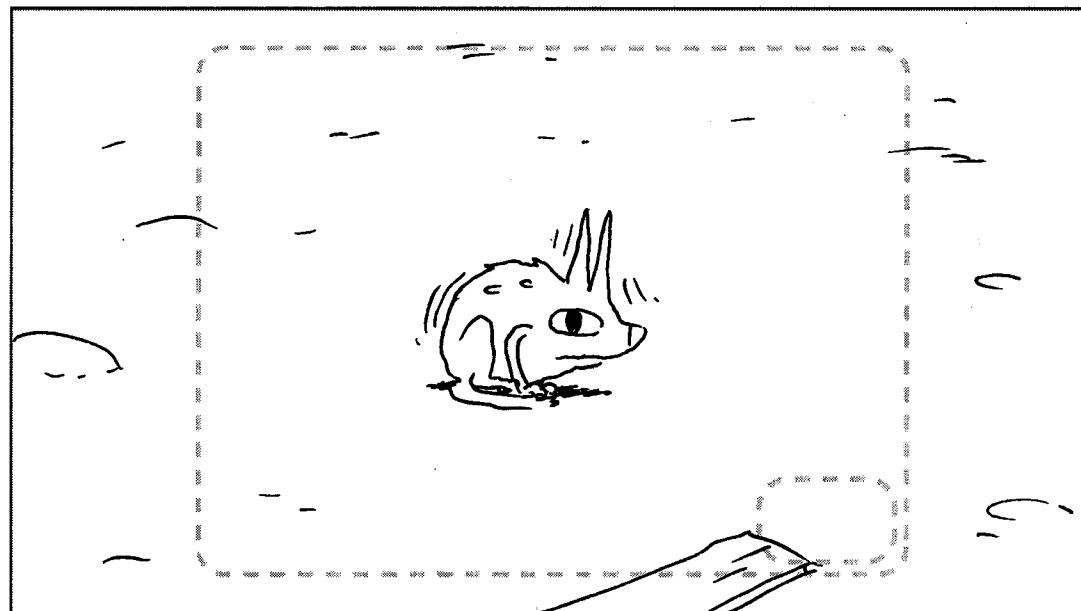


Sc. 51

Pnl. A

Bg.

day night



Dialog:

(PUP:) \*whimper\*

Action:

Pup shivers in the cold

Shivering

Timing:

EPISODE # 100863

Production :

90

# ADVENTURE TIME



Page 97

Sc. 52

Pnl. A

Bg.

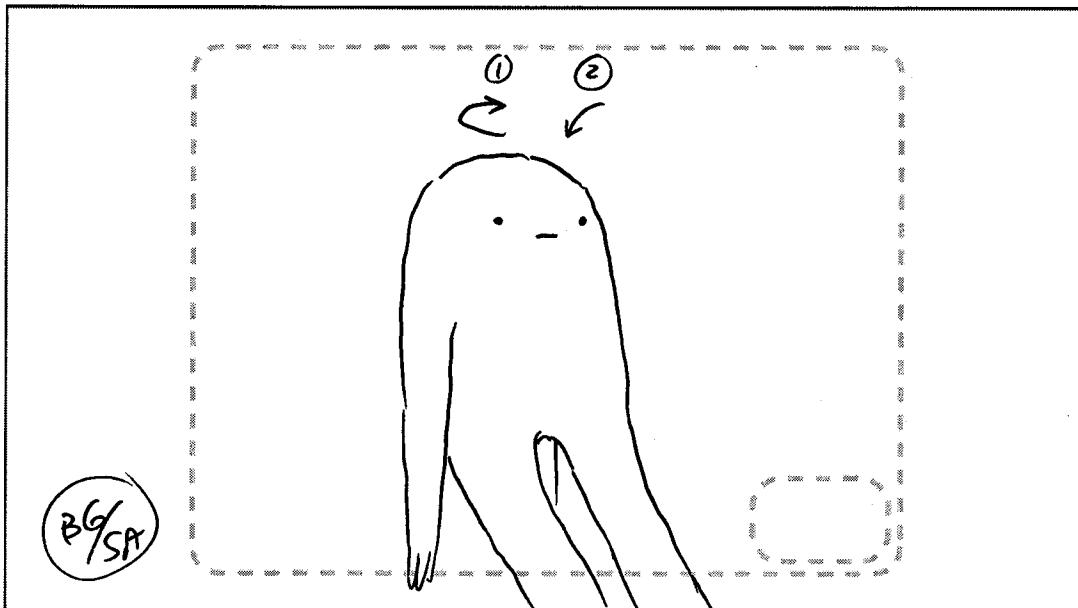
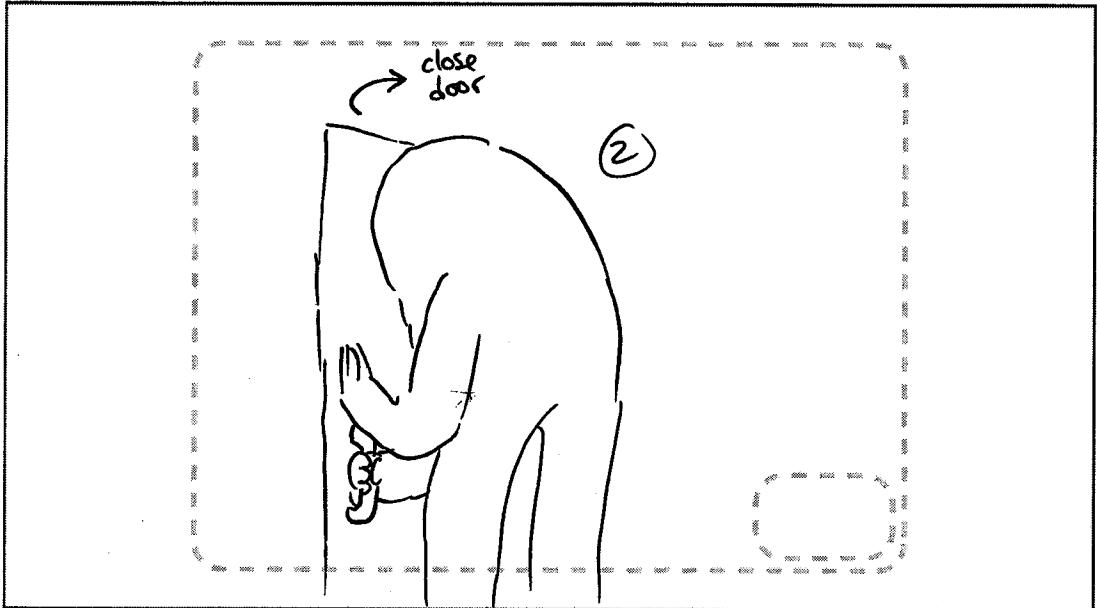
day night

Sc. 52

Pnl. B

Bg.

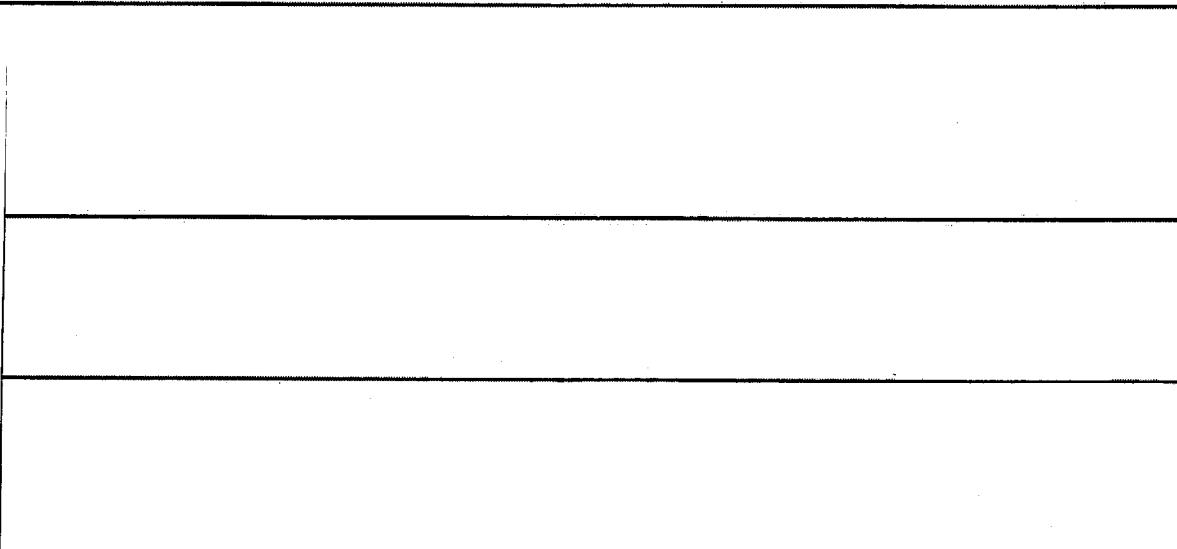
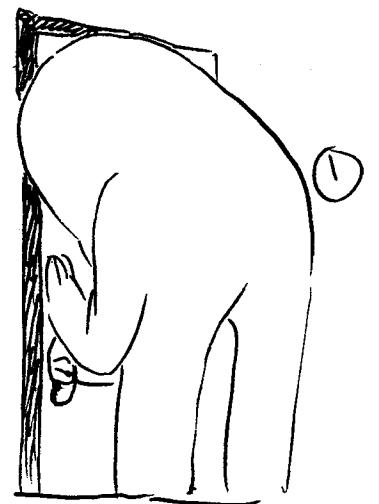
day night



Dialog:

Action:

Timing:



EPISODE # 100863

Production :

91

# ADVENTURE TIME



Page 98

Sc. 52

Pnl. C

Bg.

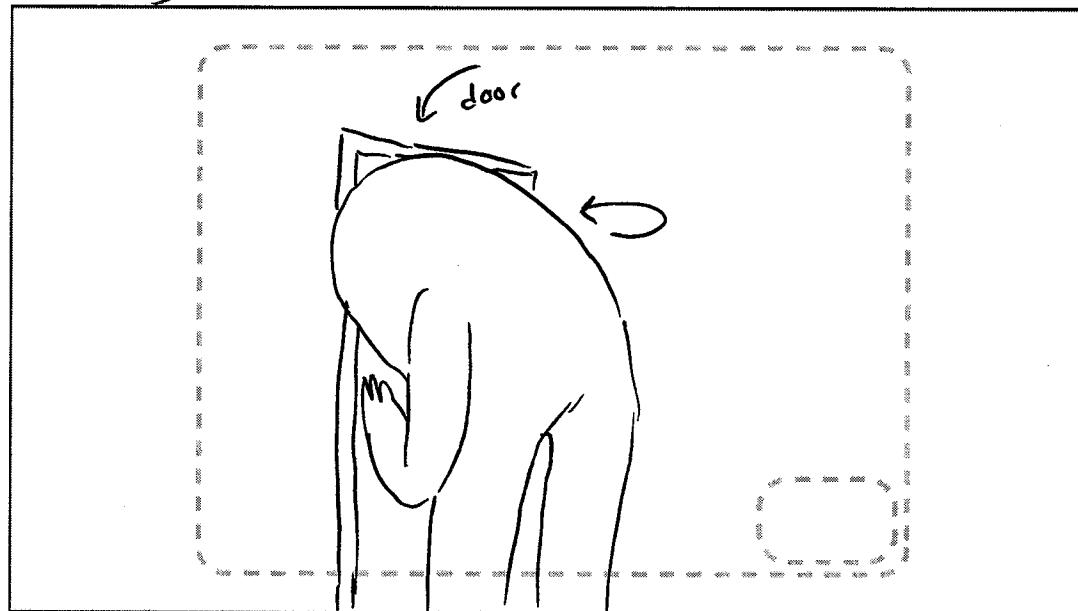
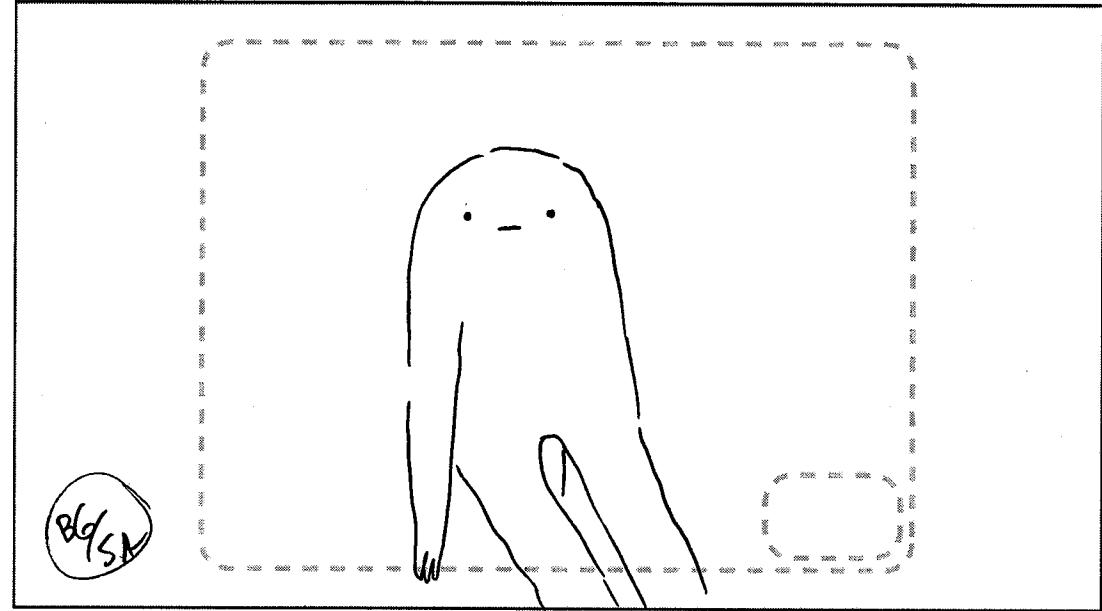
day night

Sc. 52

Pnl. D

Bg.

day night



Dialog:

Action:

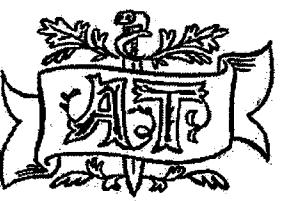
Timing:

EPISODE # 100863

Production :

92

# ADVENTURE TIME



Page 99

Sc.

53

Pnl.

A

Bg.

day night

Sc.

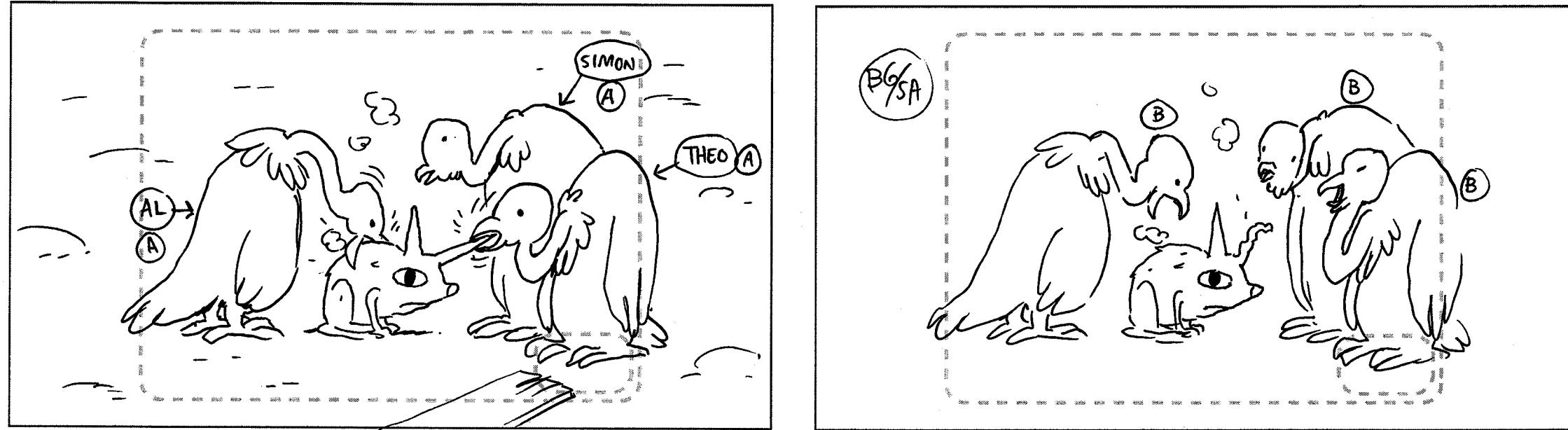
53

Pnl.

B

Bg.

day night



Dialog:

SFX: fss tsss fssss

tss tsss

Action:

AL: A B A →  
SIMON: A B →  
THEO: A B C A B

sparks and steam puffs happen  
when vultures bite pup.  
Pup is so hot it hurts their beaks.



Timing:

EPISODE #

100863

93

Production :

# ADVENTURE TIME



Page 100

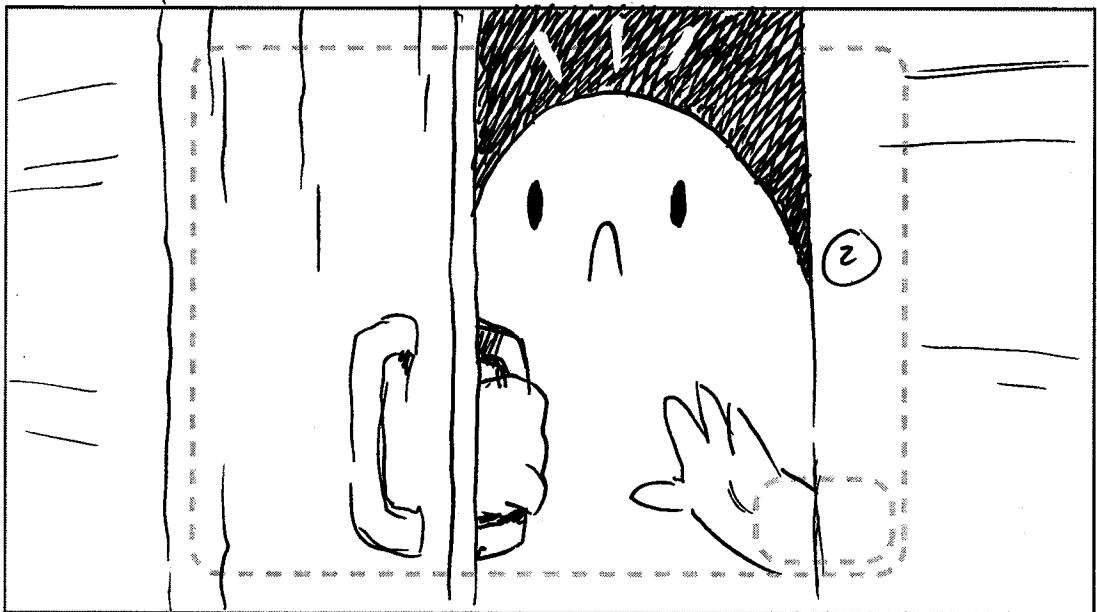
Sc. 54

Pnl.

A

Bg.

day night



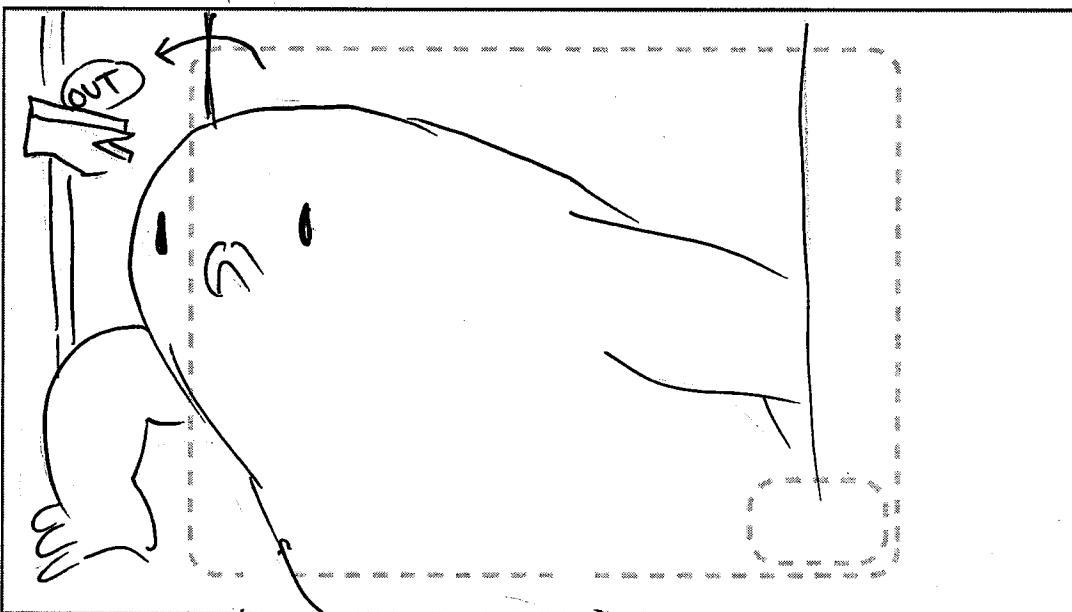
Sc. 54

Pnl.

B

Bg.

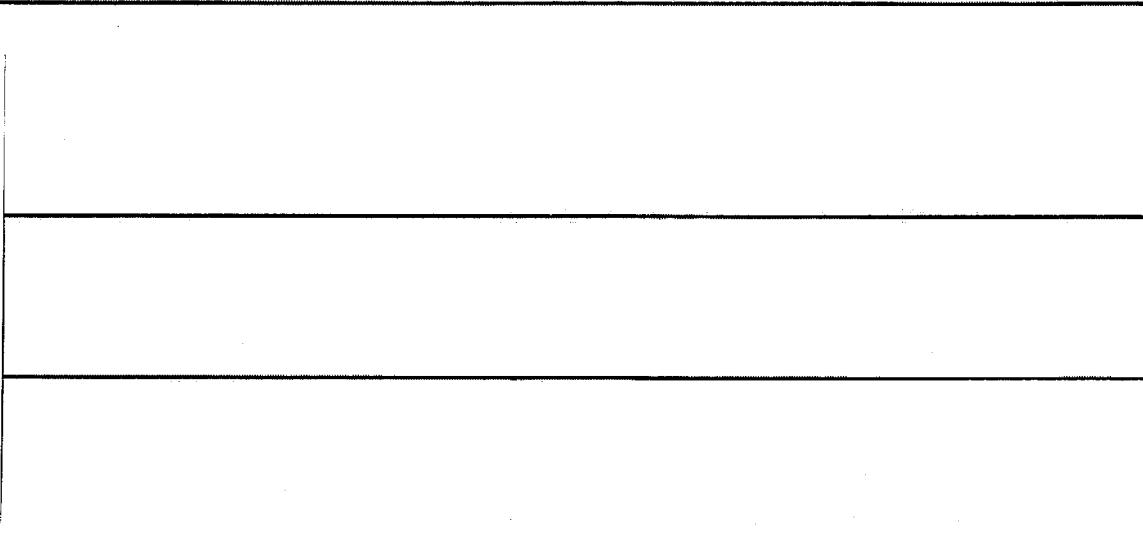
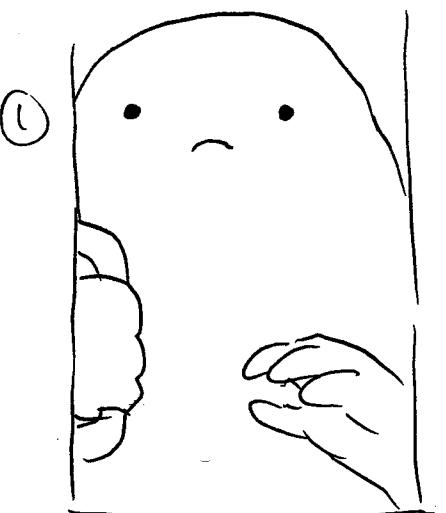
day night



Dialog:

Action:

Timing:



Production :

EPISODE #

100863

94

# ADVENTURE TIME

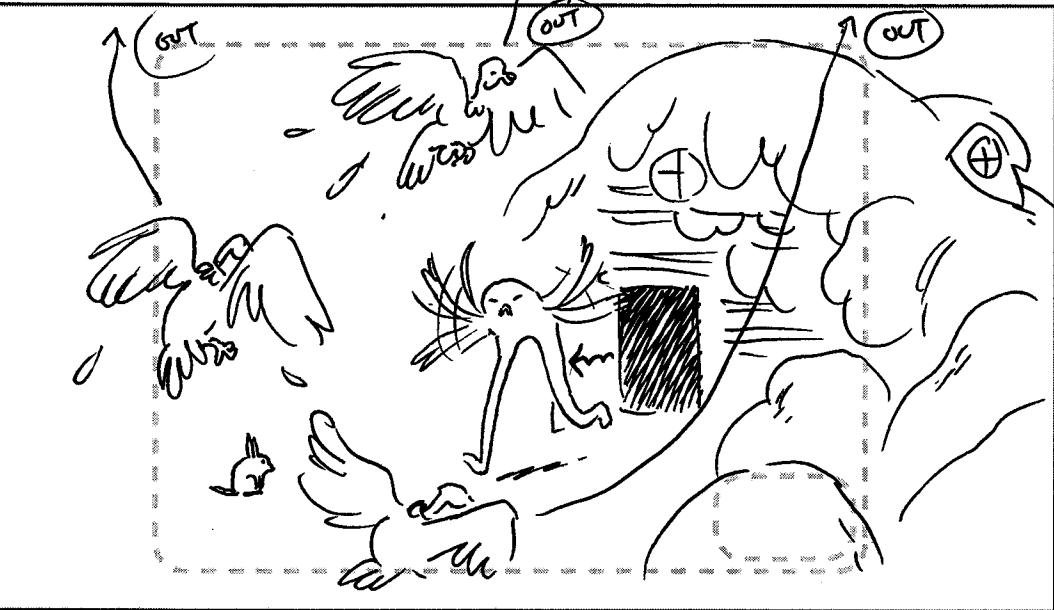


Page 161

Sc. 55

Pnl. A Bg.

day night

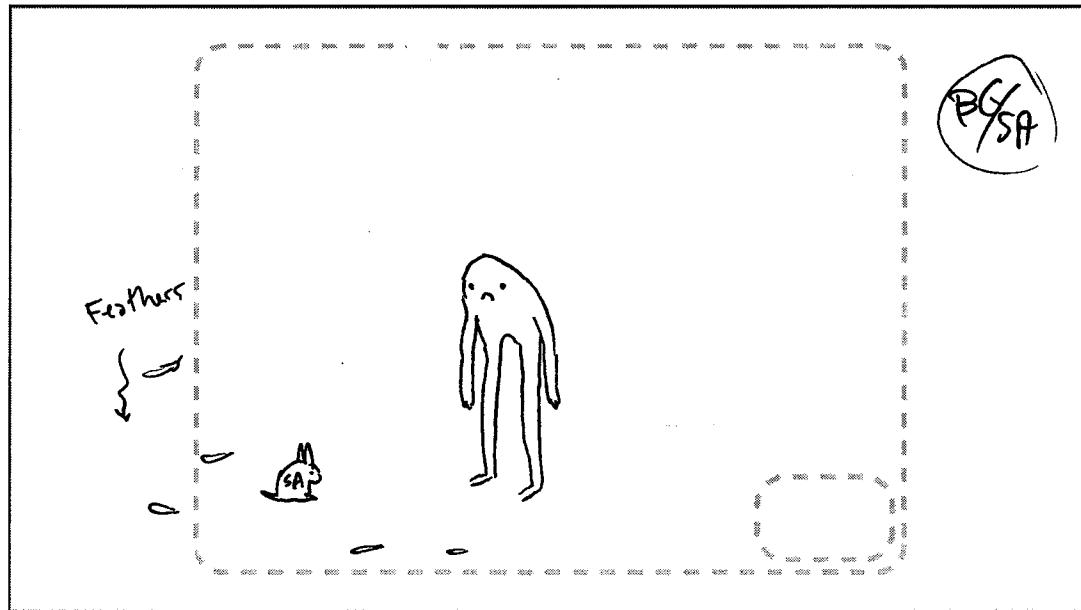


Sc. 55

Pnl. B

Bg.

day night



Dialog:

Action:

feathers fall to ground



Timing:

Production :

100863

95

# ADVENTURE TIME



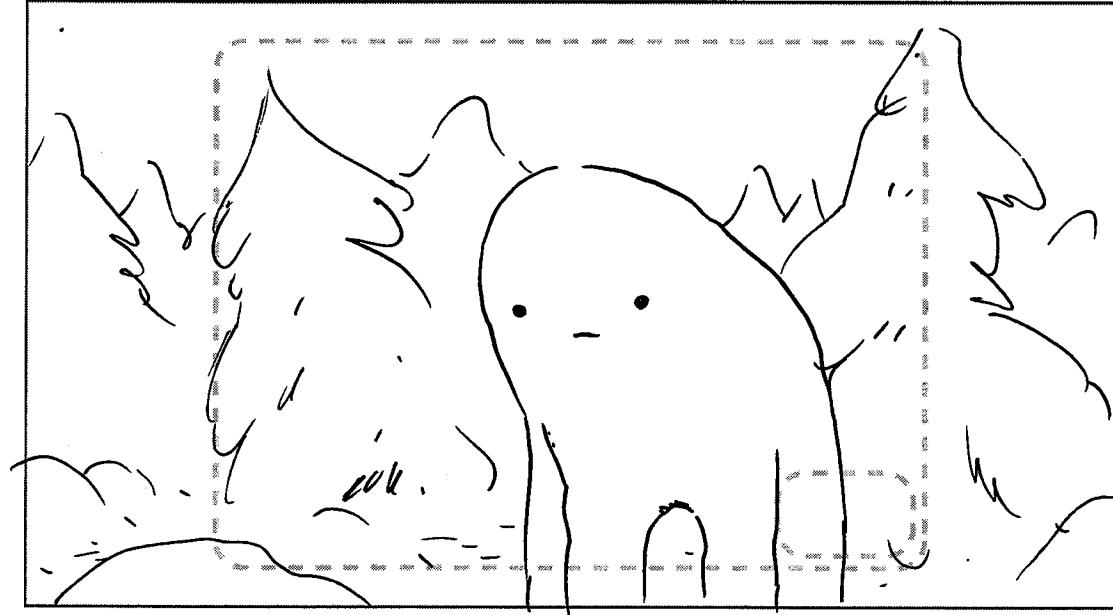
Page 162

Sc. 56

Pnl. A

Bg.

day night

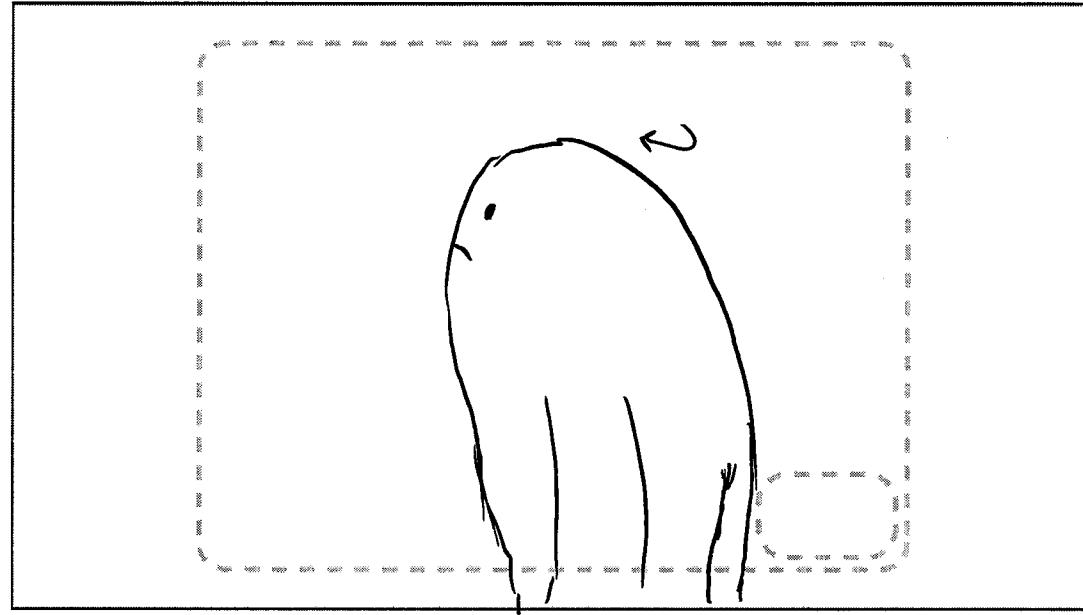


Sc. 56

Pnl. B

Bg.

day night



Dialog:

Action:

Golem looks at horizon

Timing:

Production :

EPISODE # 100863

96

# ADVENTURE TIME



Page 103

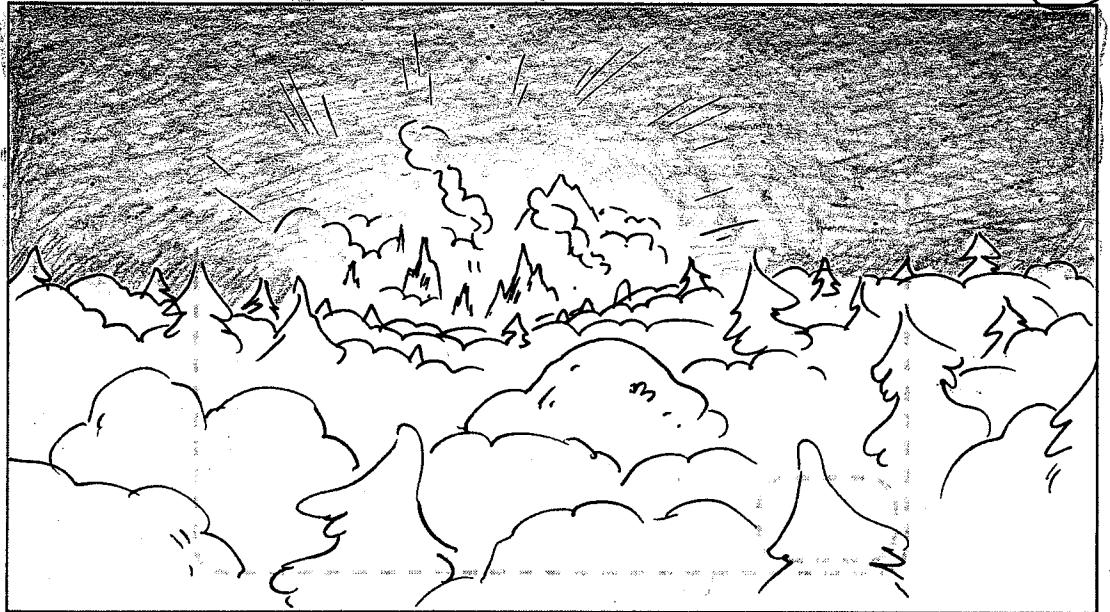
Sc.

57

Pnl. A

Bg.

day night



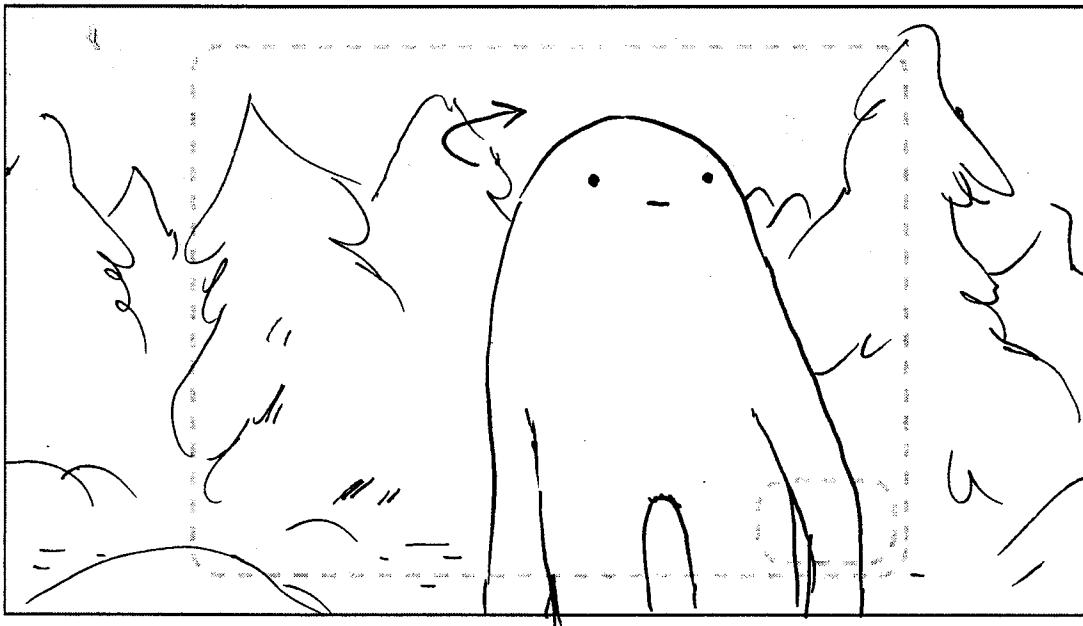
Sc.

58

Pnl. A

Bg.

day night



Dialog:

Action: Fire kingdom glows in distance -

Timing:

100863

EPISODE #

97

Production :

# ADVENTURE TIME



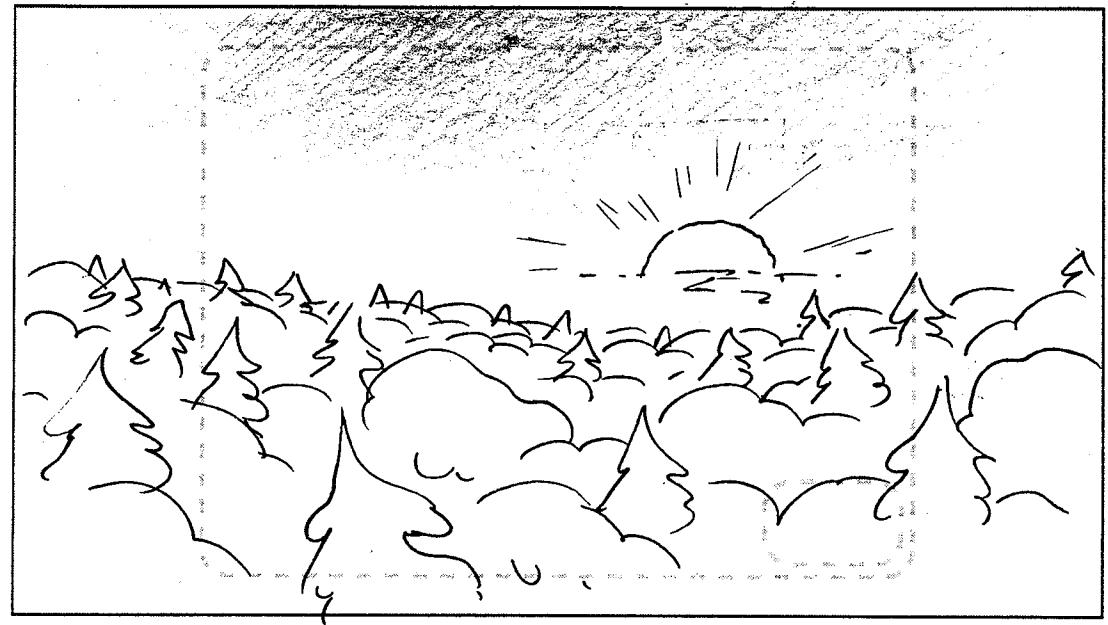
Page 104

Sc. 59

Pnl. A

Bg.

day night

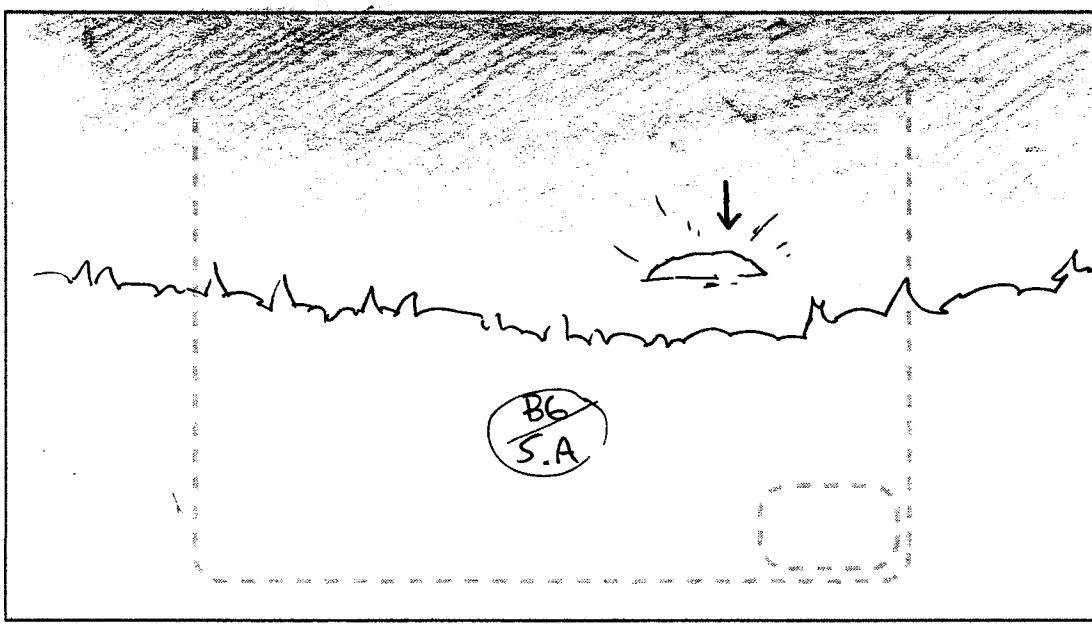


Sc. 59

Pnl. B

Bg.

day night



Dialog:

Action:

sun sets —————→

Timing:

Production :

100863

88

# ADVENTURE TIME



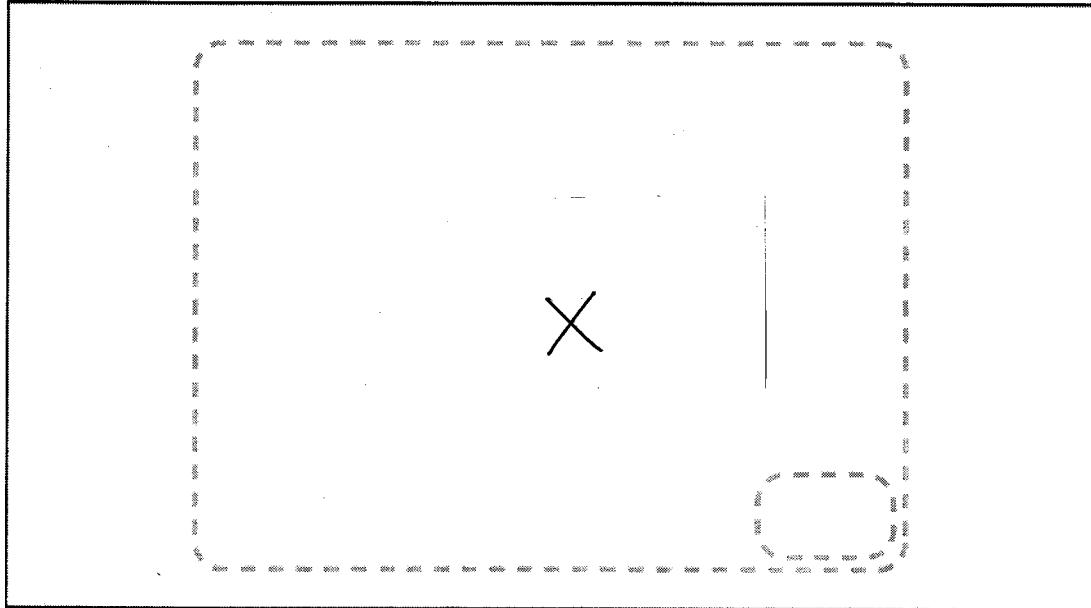
Page 105

Sc.

Pnl.

Bg.

day night



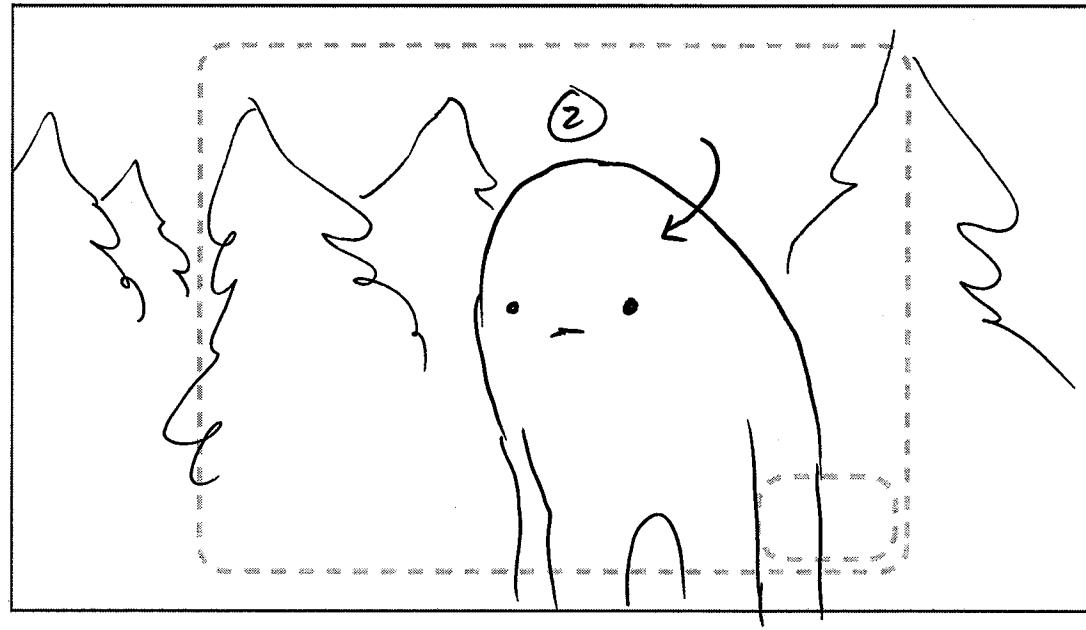
Sc. 60

Pnl.

A

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE # 100863

99

# ADVENTURE TIME



Page 108

Sc.

61

Pnl. A

Bg.

day night

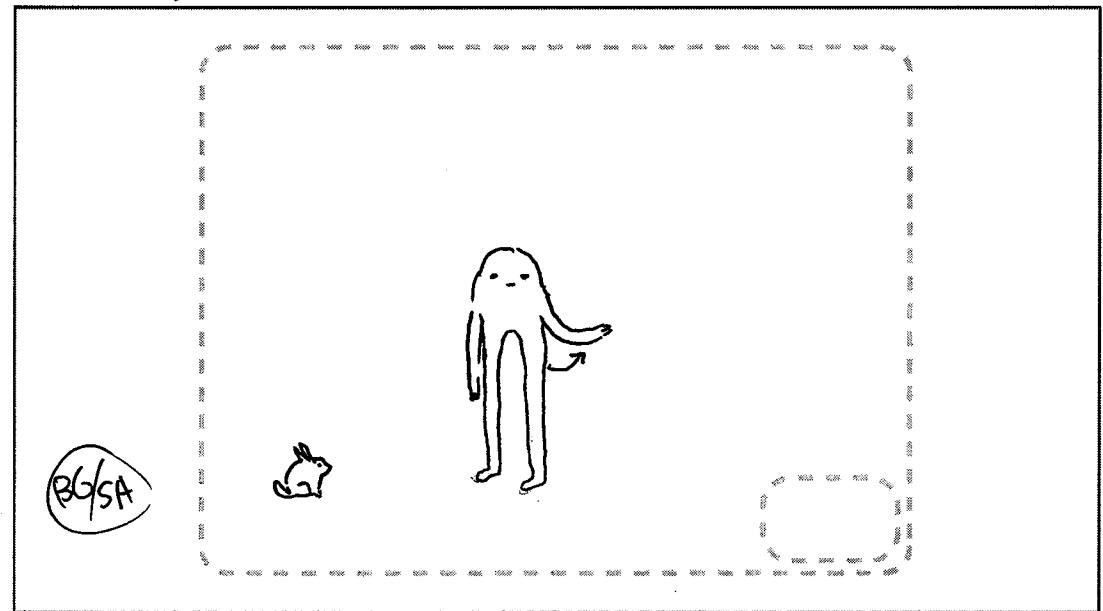
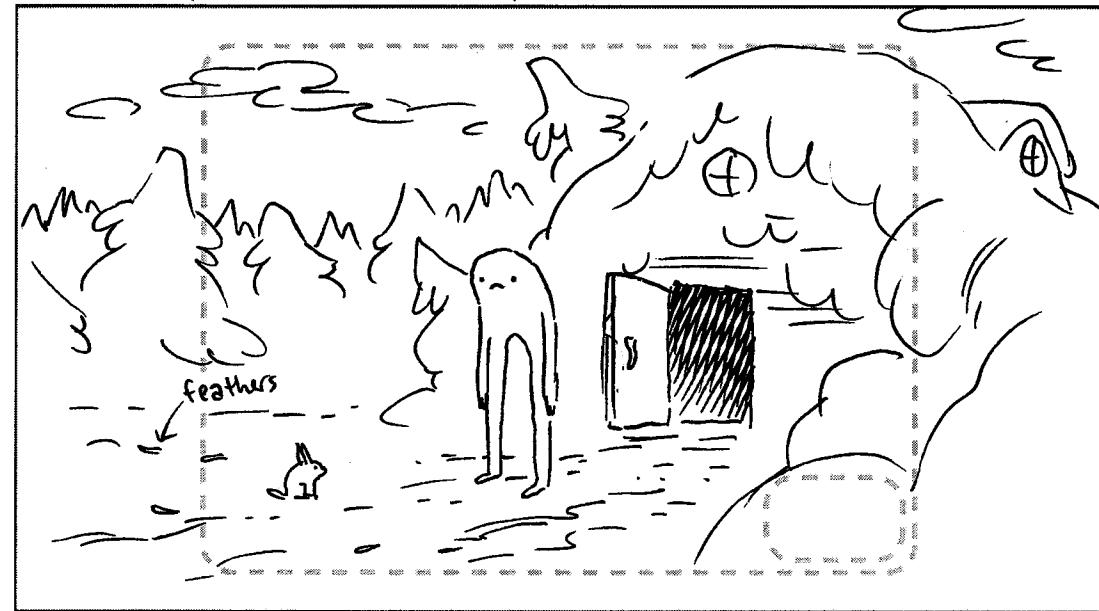
Sc.

61

Pnl. B

Bg.

day night



Dialog:

(GOLEM): \* sigh \*

(GOLEM): \* grunt \*

Action:

Golem gestures for Pup to go inside

Timing:

100

Production :

EPISODE # 100863

# ADVENTURE TIME



Page 107

Sc.

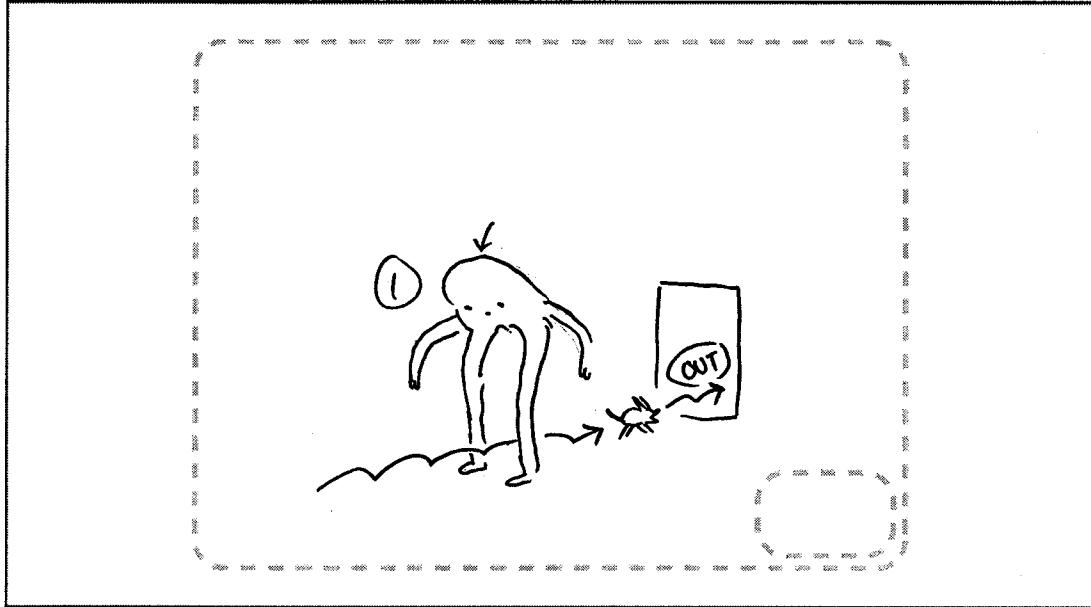
61

Pnl.

C

Bg.

day night



Sc.

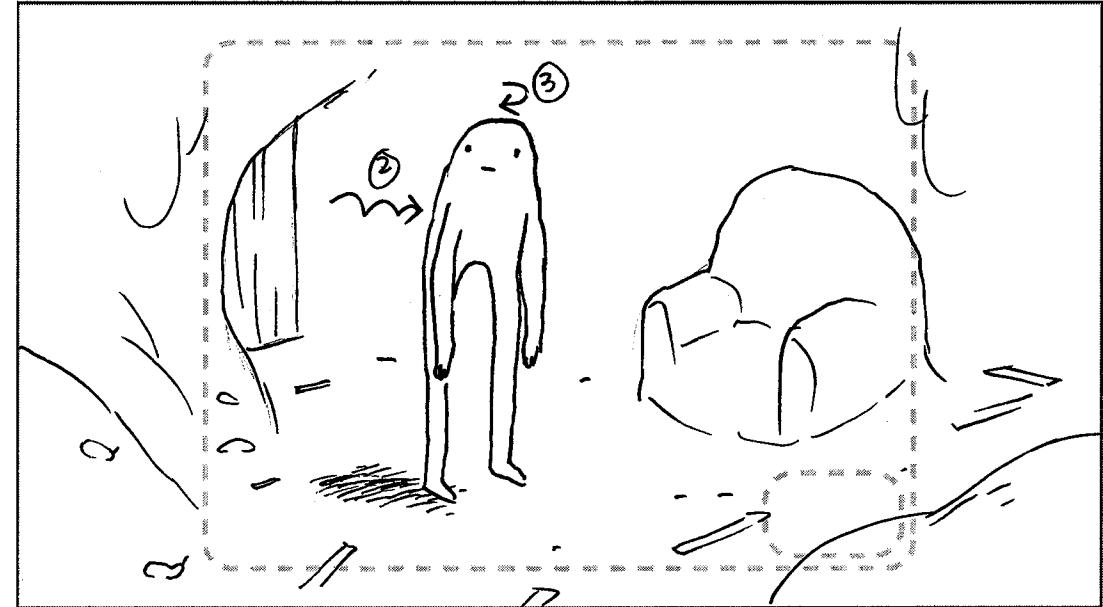
62

Pnl.

A

Bg.

day night



EPISODE # 100863

101

Dialog:

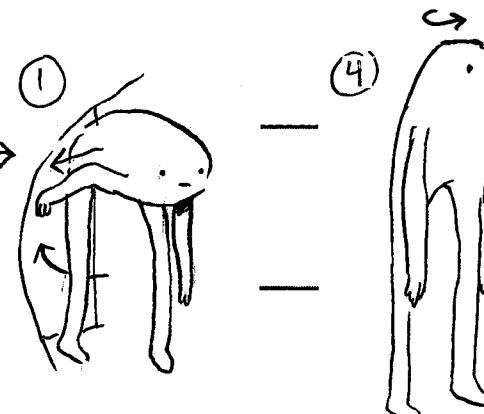
PUP: \*whoop whoop whoop!\*

Action:



Timing:

Golem walks in,  
closes door -  
looks around.



Production :

# ADVENTURE TIME



Page 108

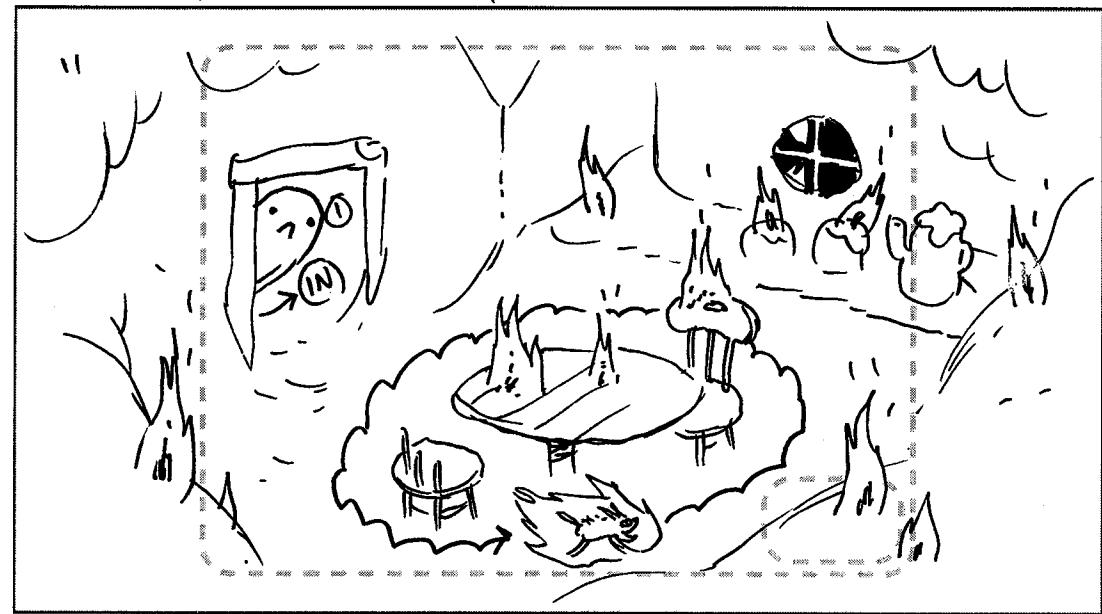
Sc.

63

Pnl. A

Bg.

day night



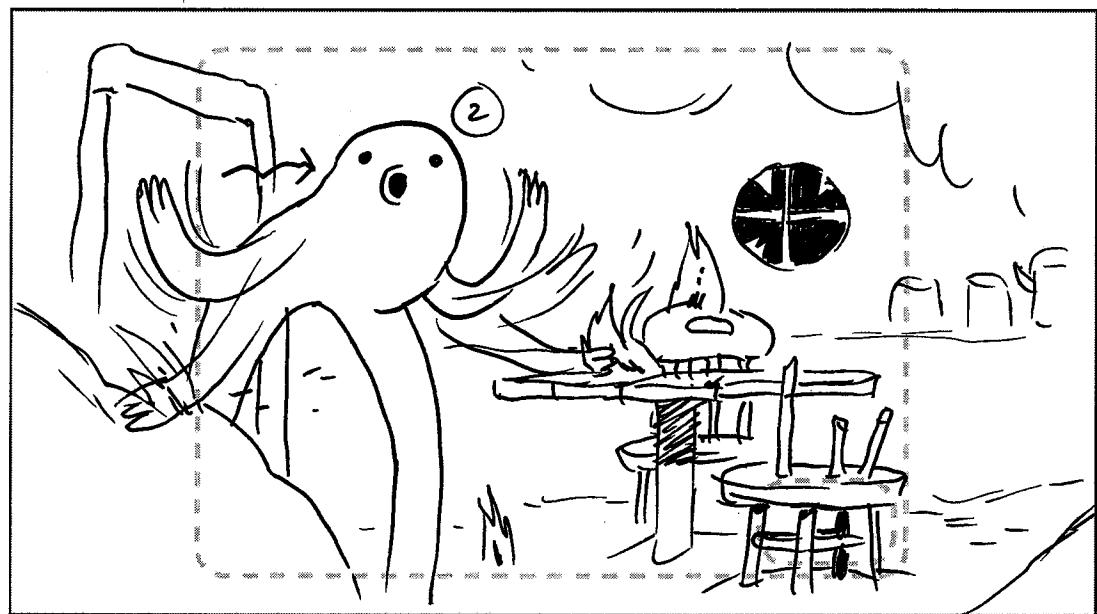
Sc.

64

Pnl. A

Bg.

day night



100863

EPISODE #

108

Dialog:

GOLEM: 2: Whooo!!

Action:



Timing:

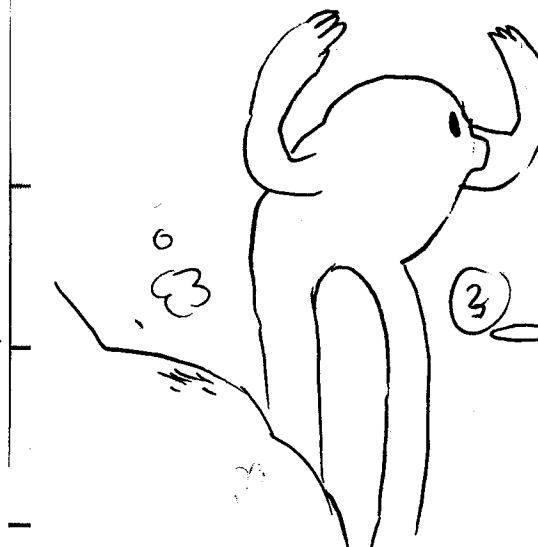
GOLEM: Whooo!



- GOLEM puts out fires



6



little flame still

# ADVENTURE TIME



Page 109

Sc.

64

Pnl. B

Bg.

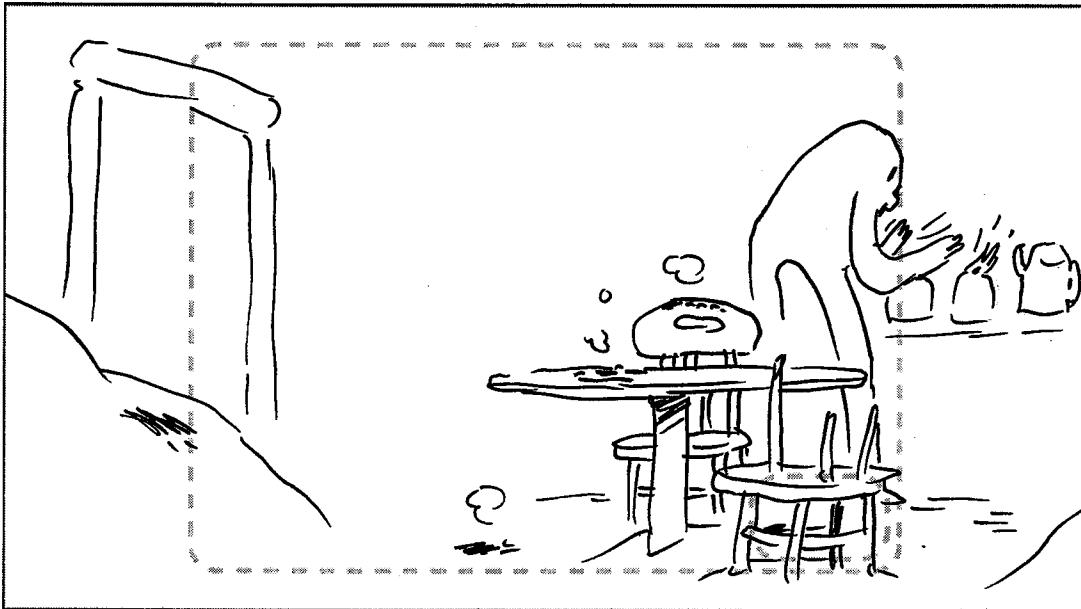
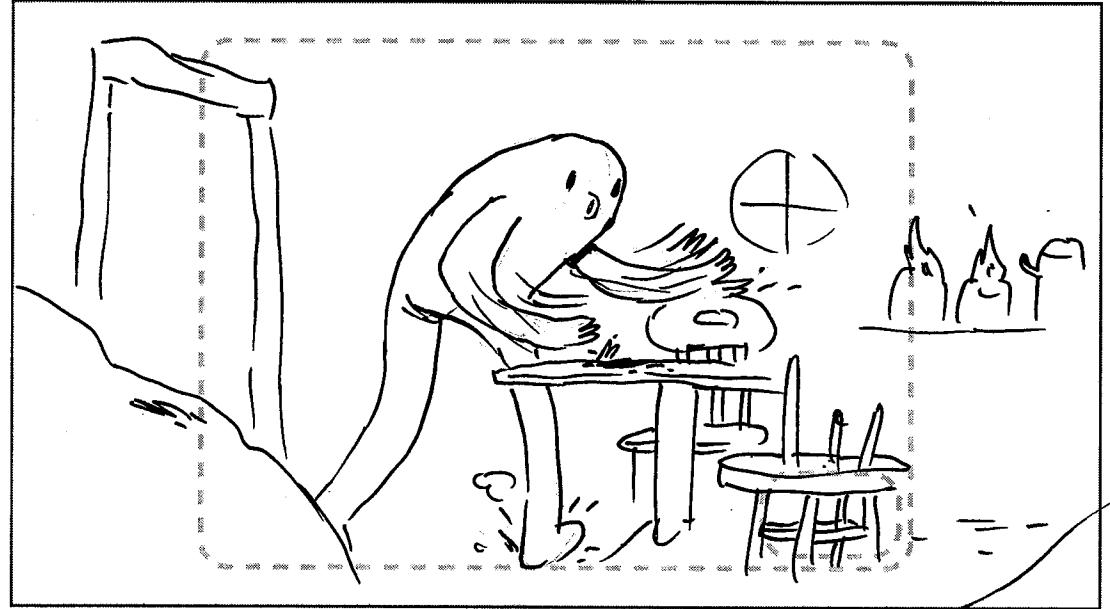
day night

Sc. 64

Pnl. C

Bg.

day night



Dialog:

Golem: Wooo!

GOLEM Wooo woo!

Action:

Timing:

EPISODE #

100863

103

Production :

# ADVENTURE TIME



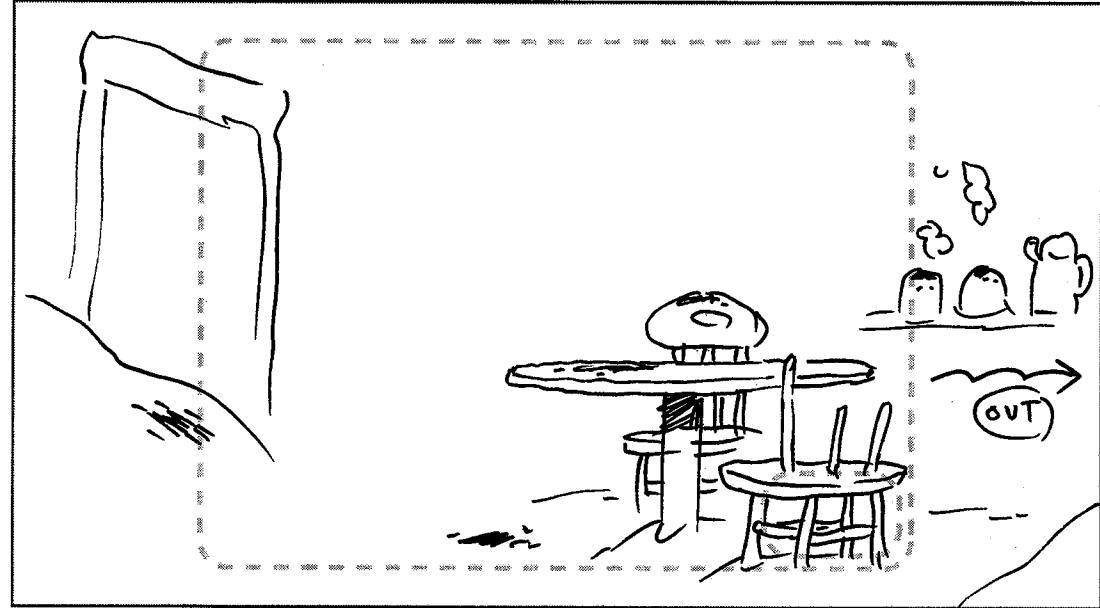
Page 110

Sc. 64

Pnl. D

Bg.

day night

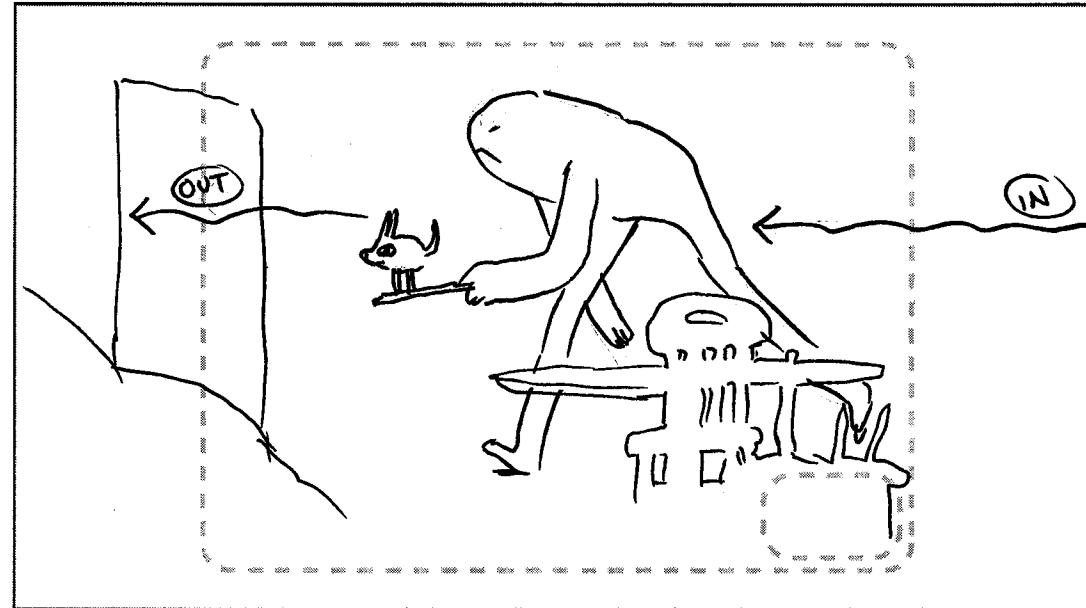


Sc. 64

Pnl. E

Bg.

day night



100863

EPISODE #

104

Dialog:

Action:

Timing:

Production :

# ADVENTURE TIME



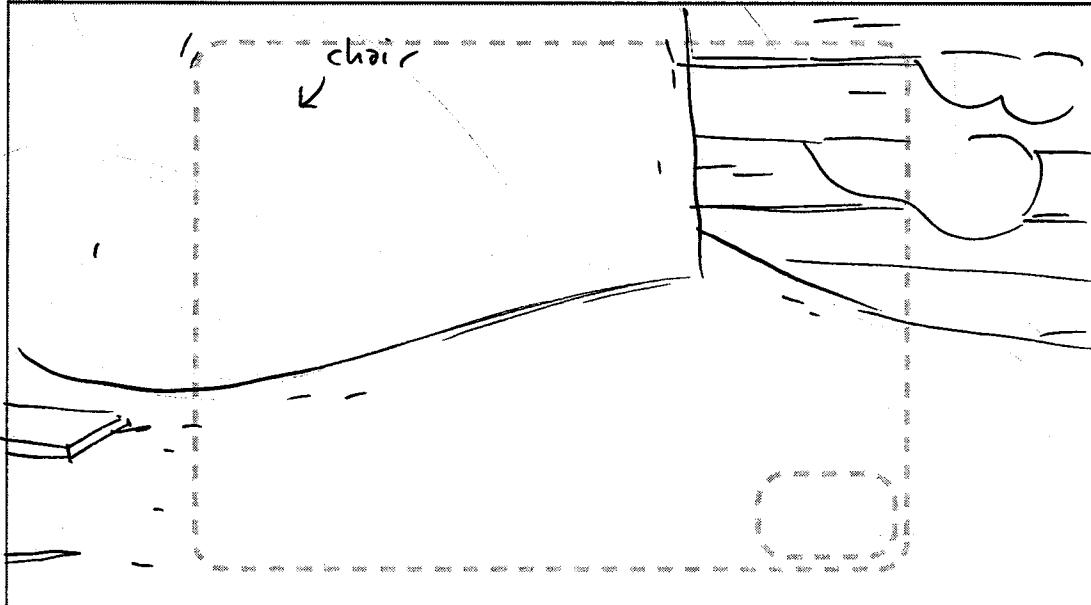
Sc.

65

Pnl. A

Bg.

day night



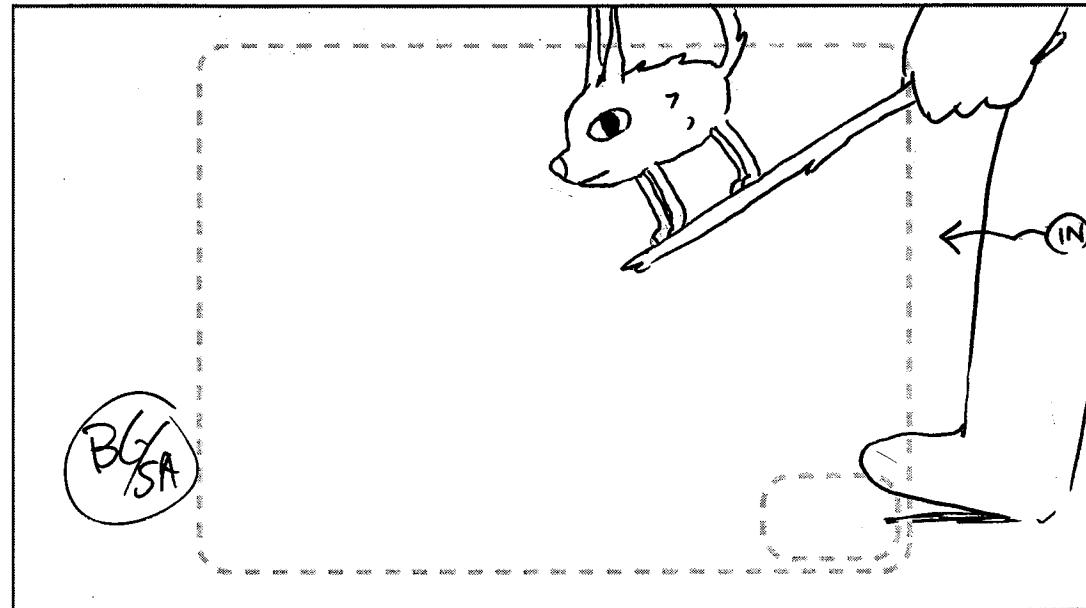
Sc.

65

Pnl. B

Bg.

day night



Page 111

100869

EPISODE #

105

Dialog:

Action:

Timing:

Production :

# ADVENTURE TIME



Page 112

Sc.

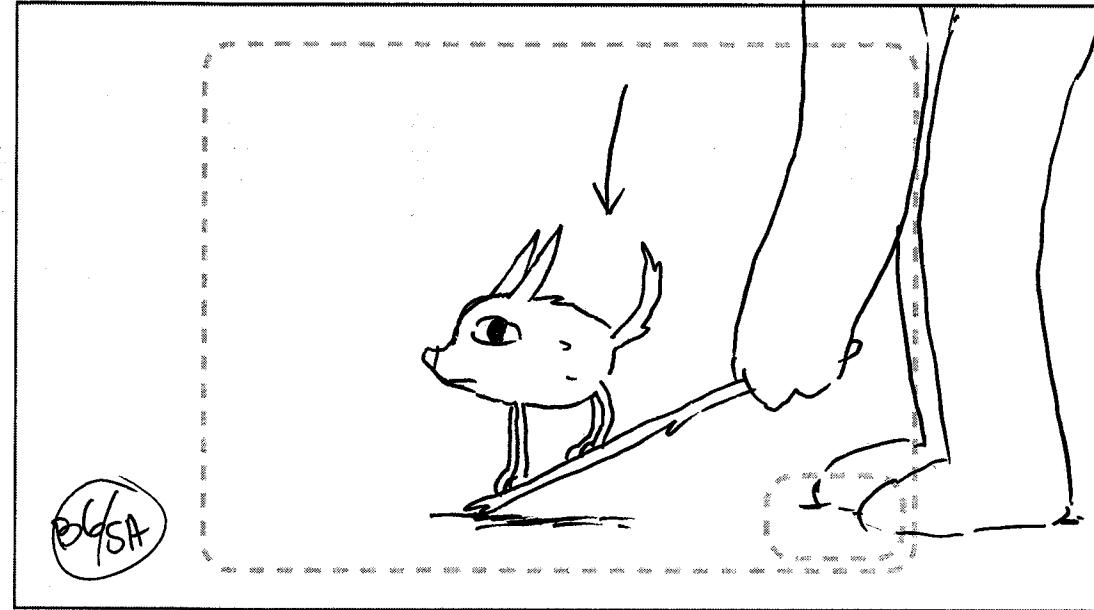
65

Pnl.

C

Bg.

day night



Sc.

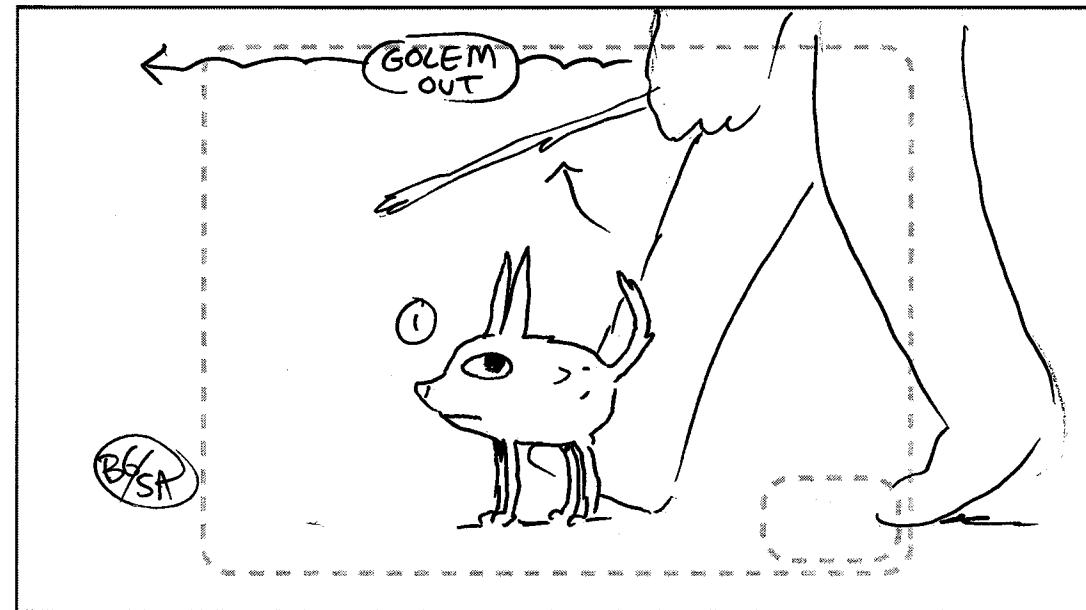
65

Pnl.

D

Bg.

day night



Dialog:

Action:

Timing:



EPISODE # **100863**

Production :

106

# ADVENTURE TIME



Page 113

Sc.

65

Pnl. E

Bg.

day night

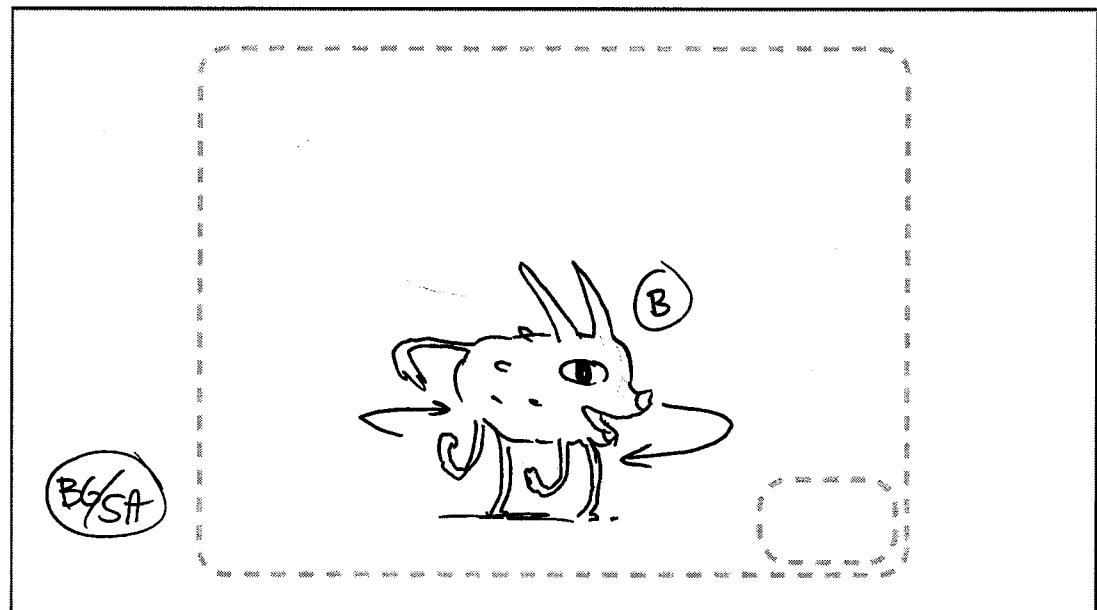
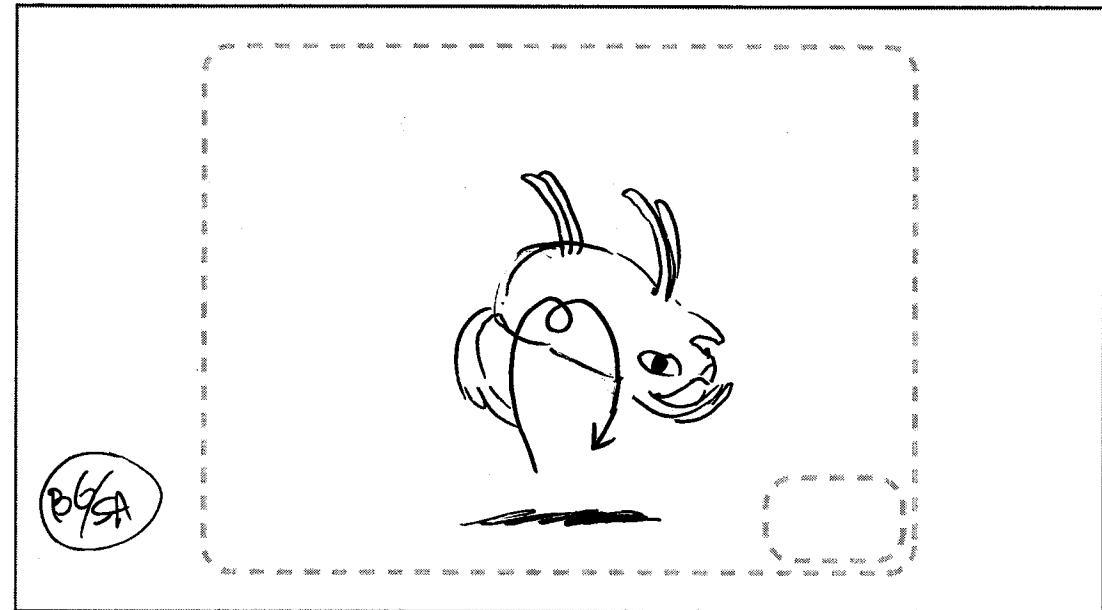
Sc.

65

Pnl. F

Bg.

day night



## Dialog:

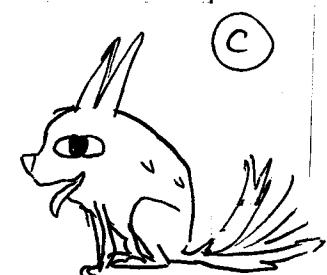
SFX: - footsteps out  
- door open  
- door close  
- footsteps in

(PUP): Pant pant

## Action:

(A) (B) (C)

## Timing:



107

EPISODE # 100863

# ADVENTURE TIME



Page 114

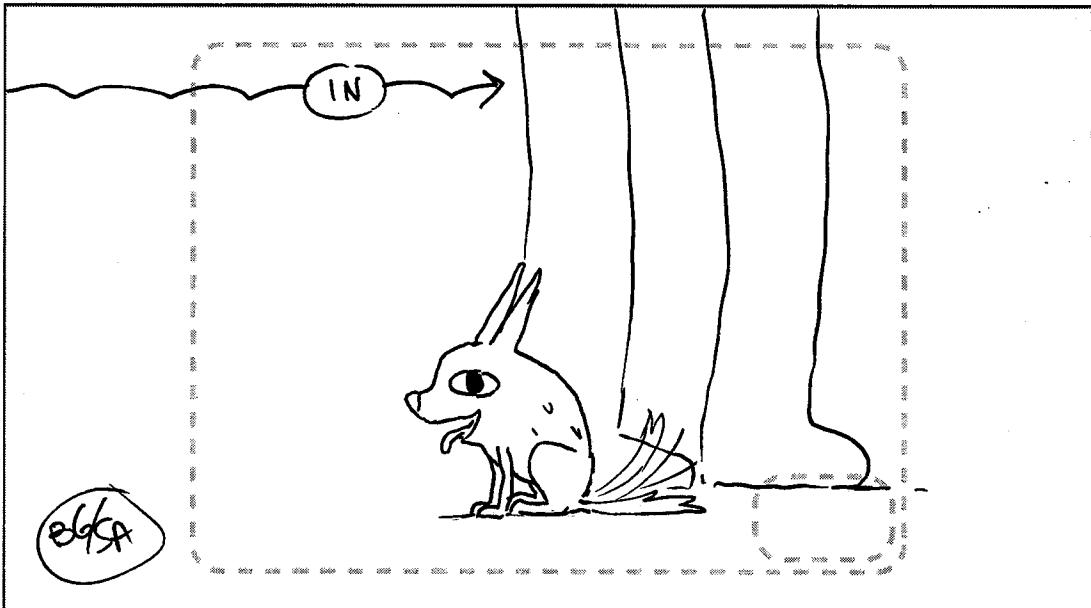
Sc.

65

Pnl. G

Bg.

day night



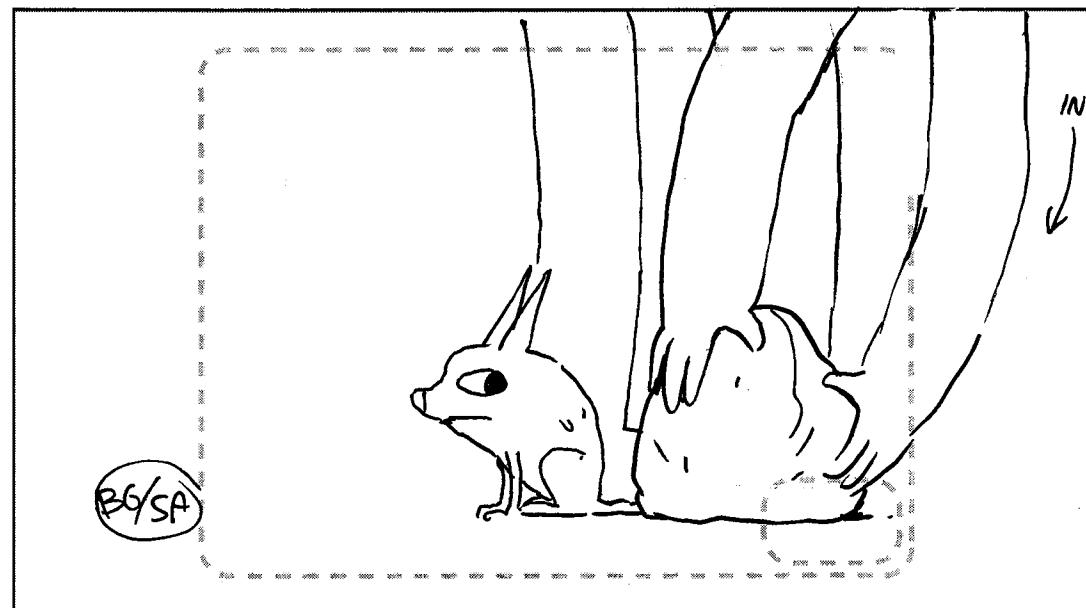
Sc.

65

Pnl. H

Bg.

day night



Dialog:

Action:

Golem puts rock on Pup's tail

Timing:

EPISODE # 100869

Production :

108

# ADVENTURE TIME



Page 115

Sc.

65

Pnl.

I

Bg.

day night

Sc.

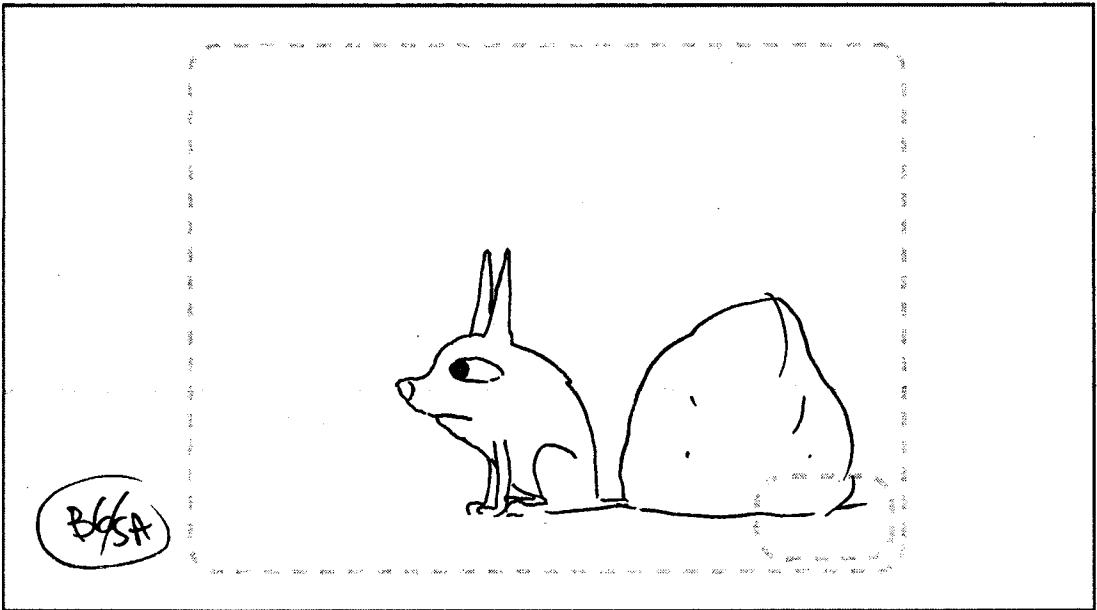
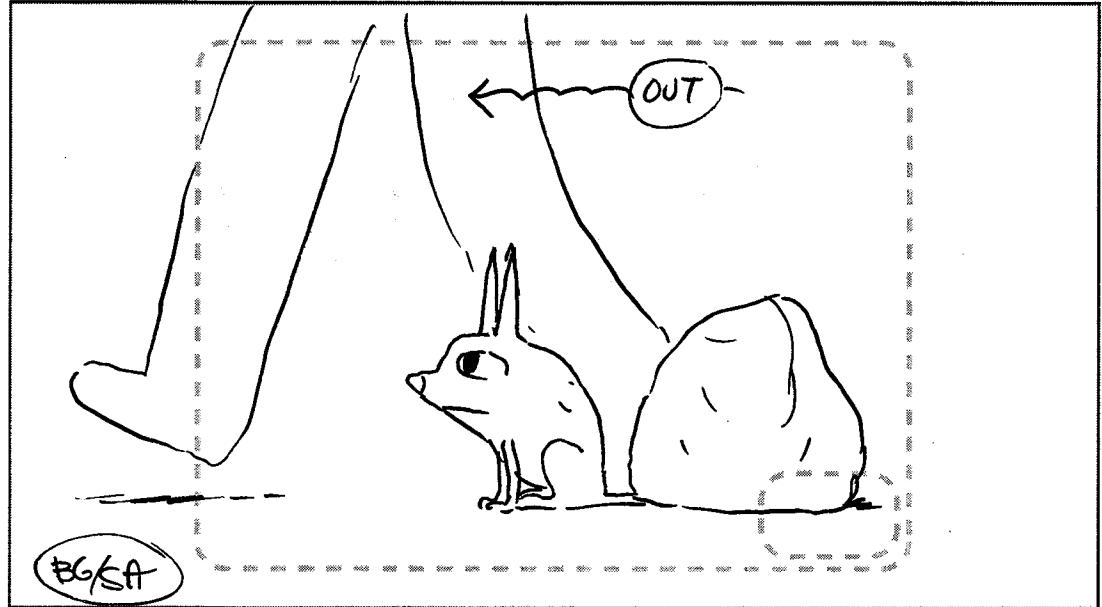
65

Pnl.

J

Bg.

day night



Dialog:

- BEAT -

109

Action:

Timing:

EPISODE #

Production :

100863

# ADVENTURE TIME



116

Page \_\_\_\_\_

Sc.

Pnl.

Bg.

day night

Sc.

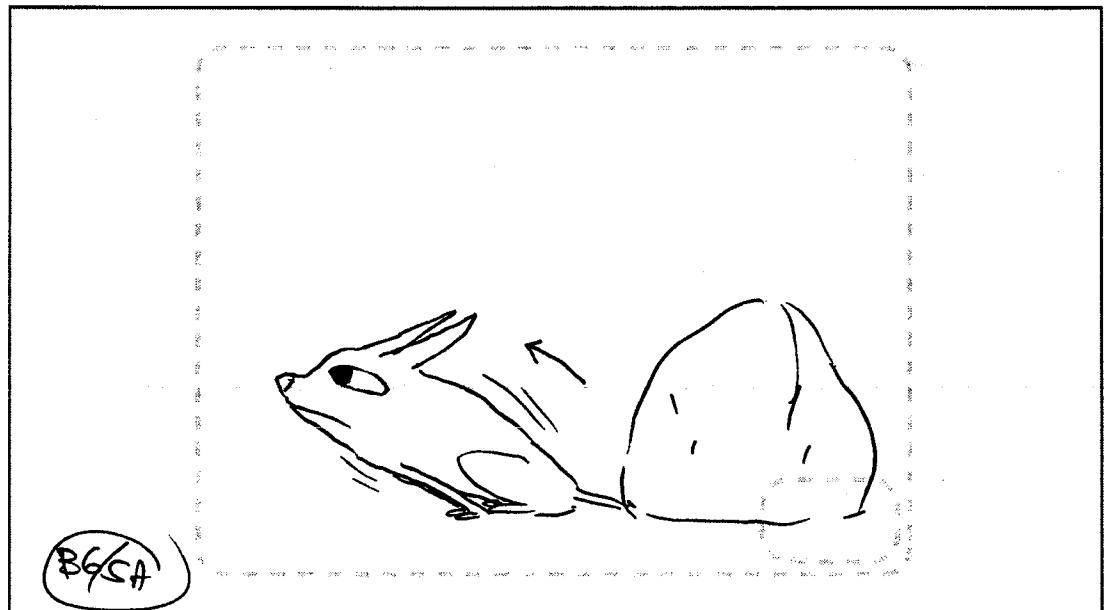
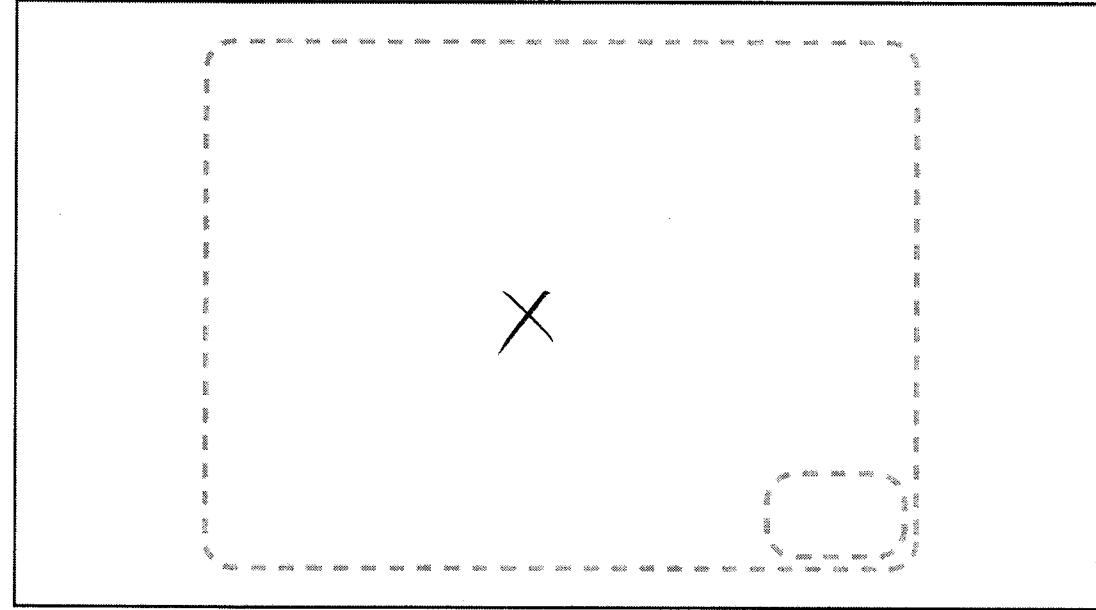
65

Pnl.

K

Bg.

day night



Dialog:

Action:

Pup ~~follows~~ pulls against rock, trying to follow Golem

Timing:

Production :

100863

EPISODE #

10915

# ADVENTURE TIME

Sc.

65

Pnl.

L

Bg.

day night



Page 117

Sc.

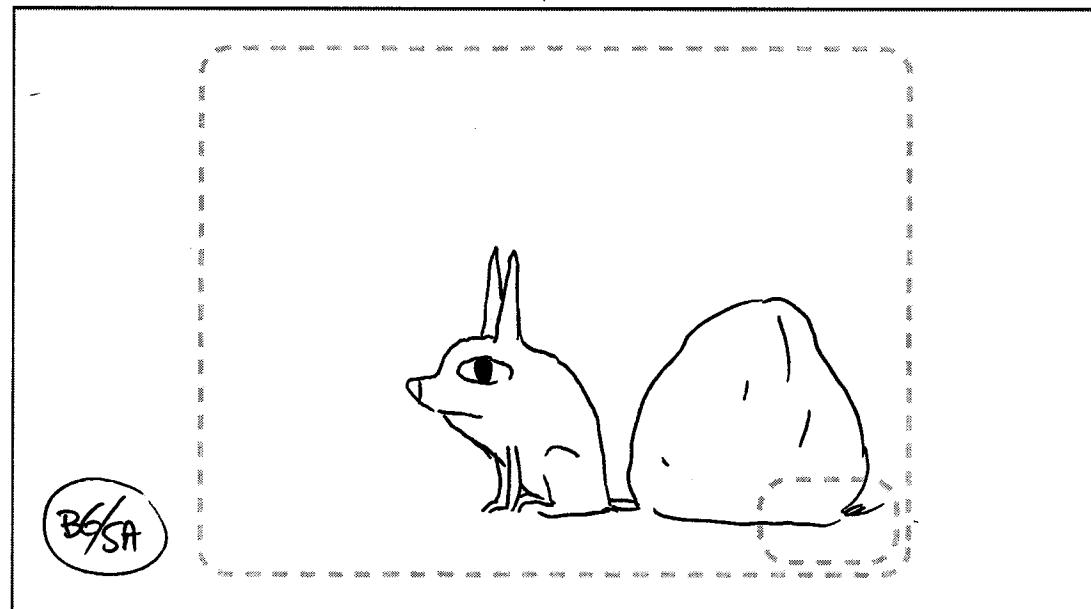
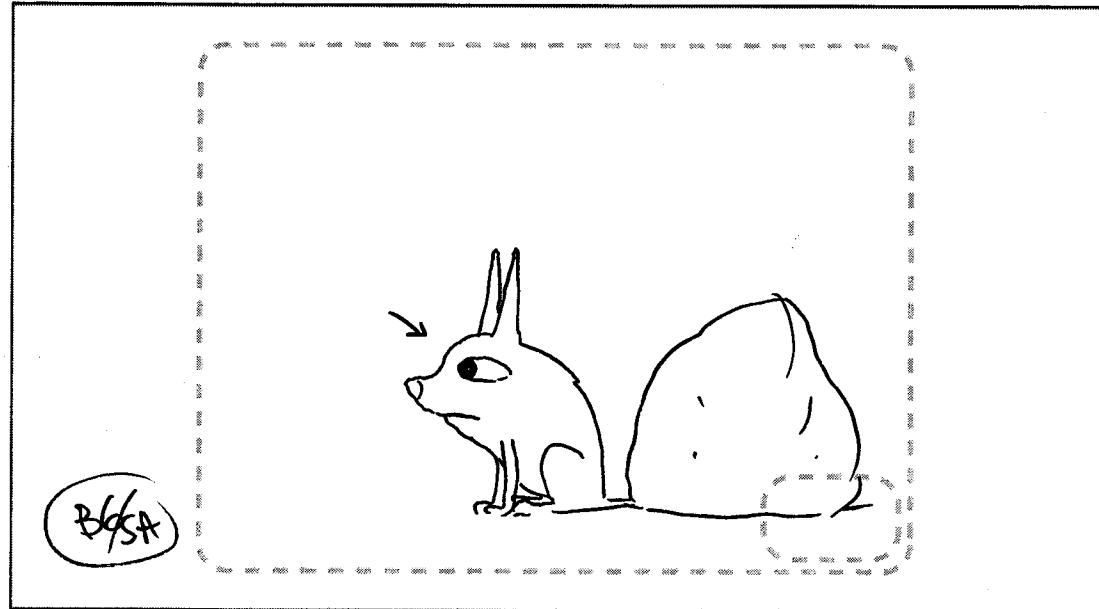
65

Pnl.

M

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE # 100863

# ADVENTURE TIME



Page 118

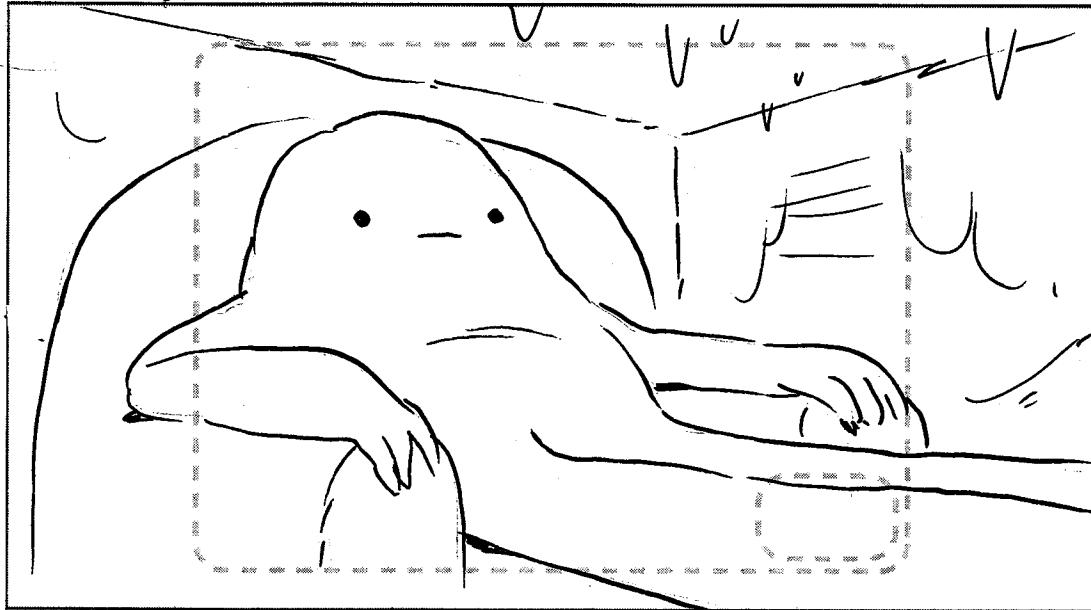
Sc.

66

Pnl. A

Bg.

day night



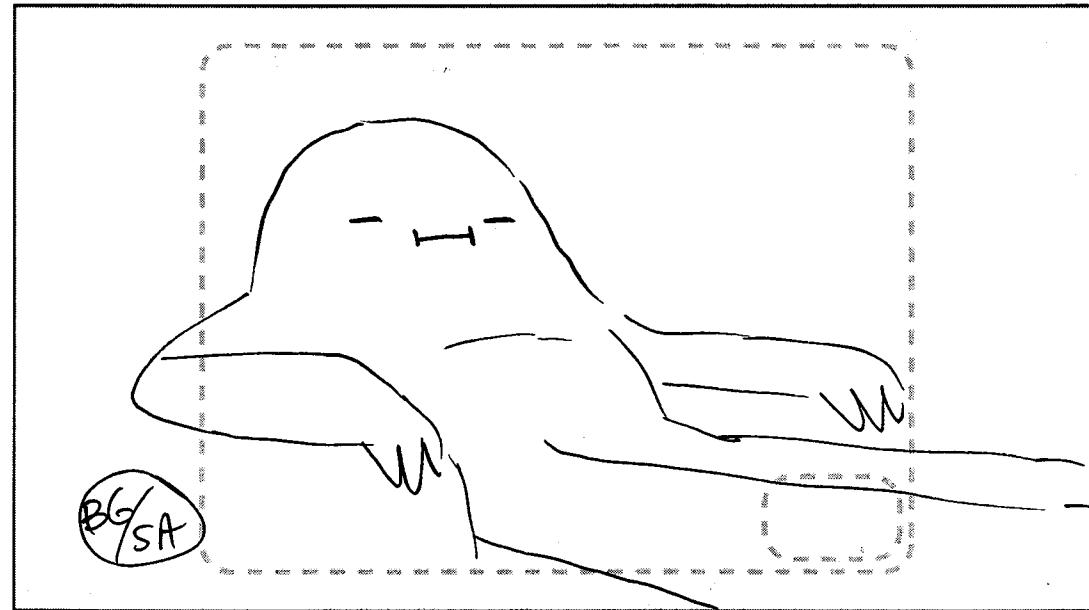
Sc.

66

Pnl. B

Bg.

day night



Dialog:

(GOLEM:) mmm...

Action:

Timing:

EPISODE #

Production :

100863

111

# ADVENTURE TIME



Page 119

Sc.

66

Pnl.

C

Bg.

day night

Sc.

Pnl.

Bg.

day night

FADE TO  
BLACK

X

Dialog:

Action:

Timing:

EPISODE #

Production :

112

100863

# ADVENTURE TIME



Page 120

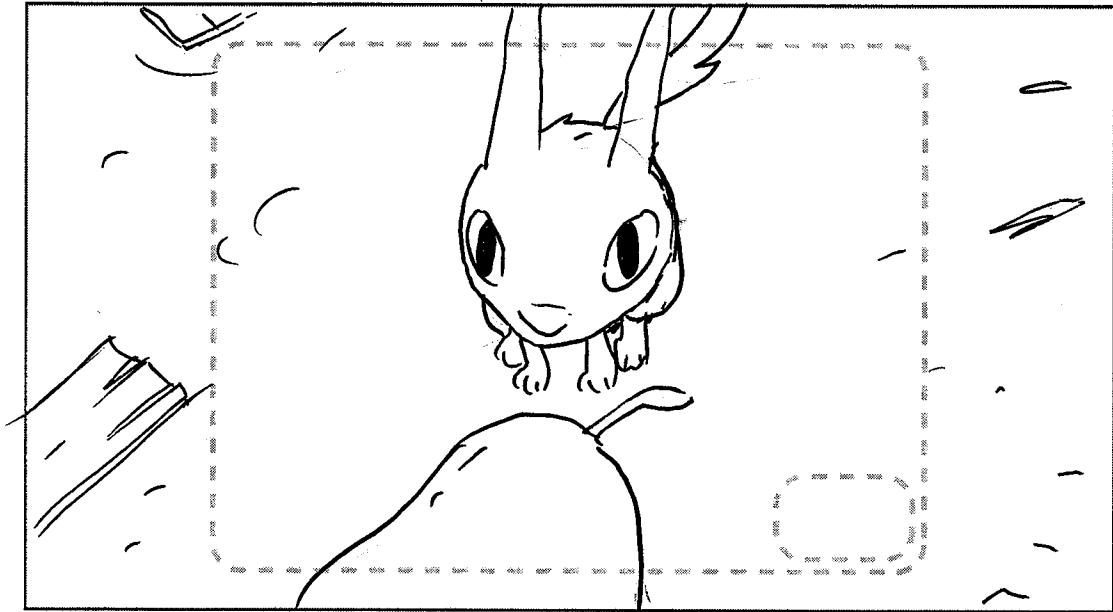
Sc.

67

Pnl. A

Bg.

day night



Sc.

68

Pnl. A

Bg.

day night



Dialog:

GOLEM: mng -

GOLEM: hunny - mng

Action:

Golem offers pear to Pup, wagging it a bit.

Timing:

Production :

100863

115

# ADVENTURE TIME

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Sc.

69

Pnl.

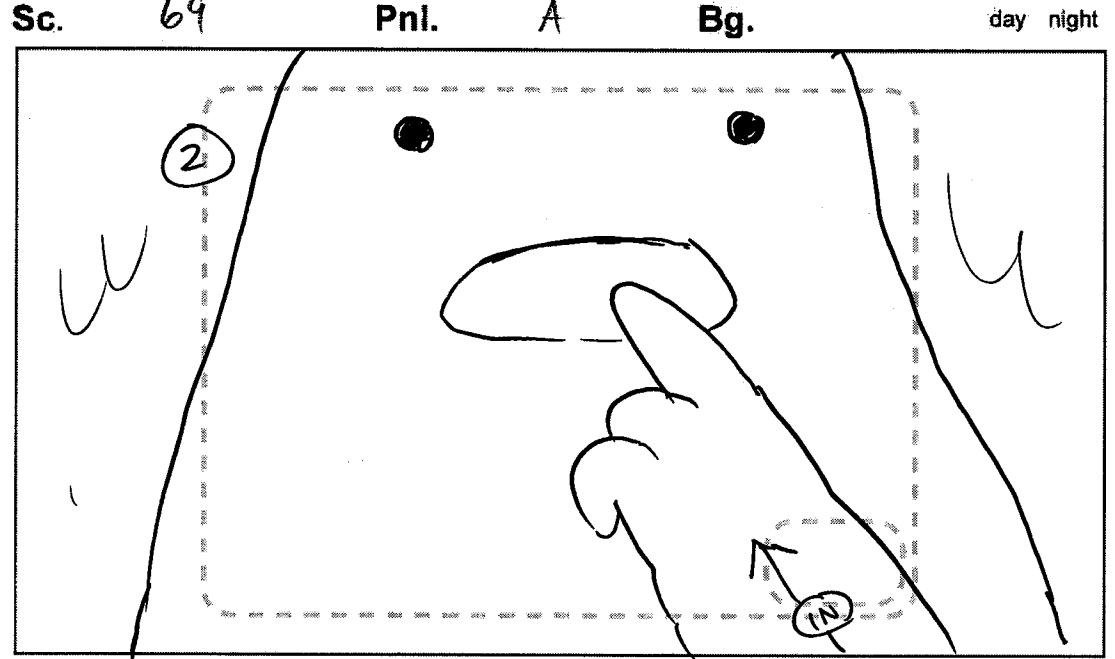
A

Bg.

day night



Page 121



Sc.

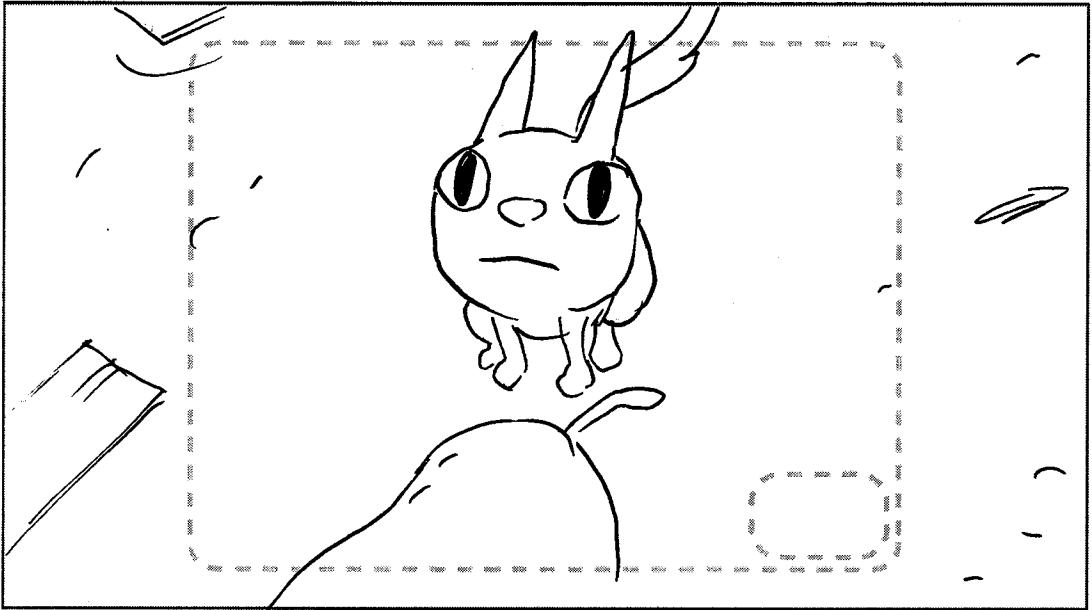
70

Pnl.

A

Bg.

day night



Dialog:

(GOLEM): nnyngahh

- beat -

Action:



Timing:

Production :

100863

114

# ADVENTURE TIME



Page 122

Sc.

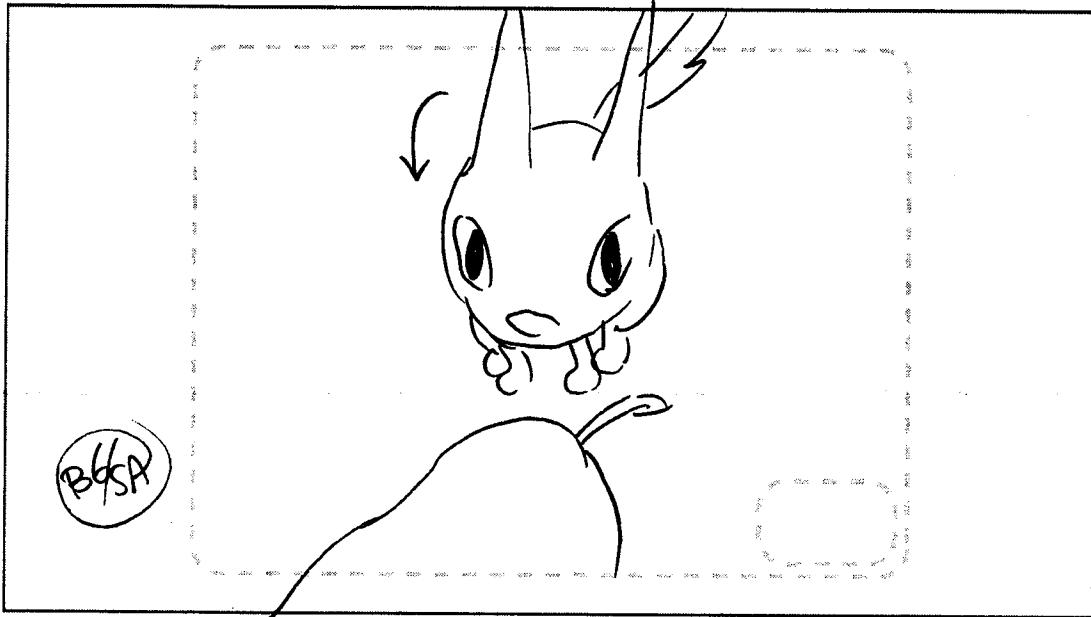
70

Pnl.

B

Bg.

day night



Sc.

70

Pnl.

C

Bg.

day night



Dialog:

Action:

Pup looks at pear

(A) (B) (A) (or repeat ~~as~~ more if it seems funny...)

Timing:



Production :

100863

1145

# ADVENTURE TIME



Page 123

Sc. 70

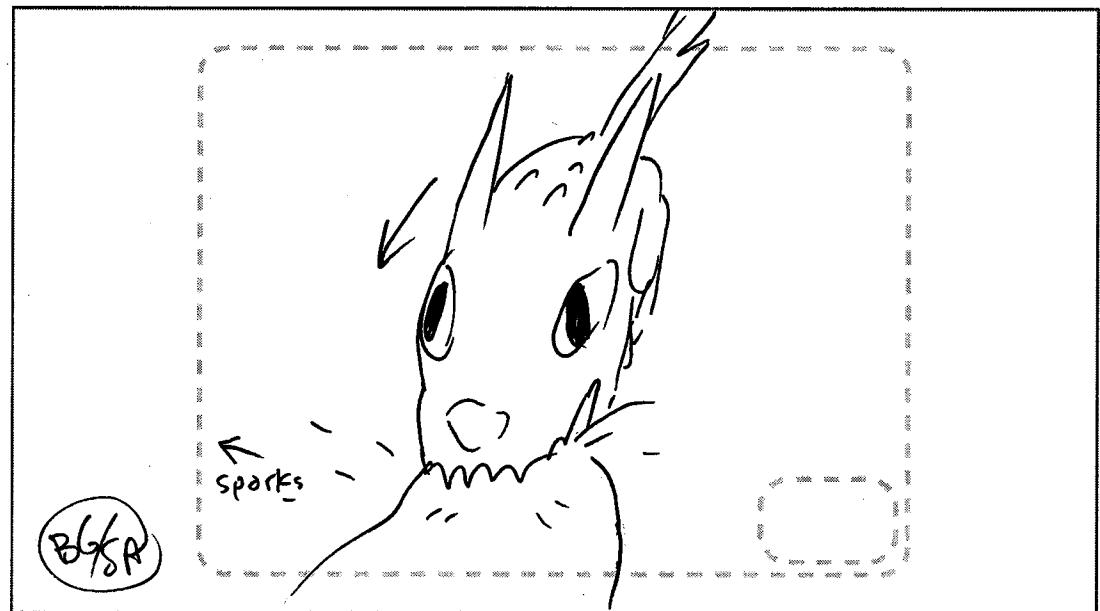
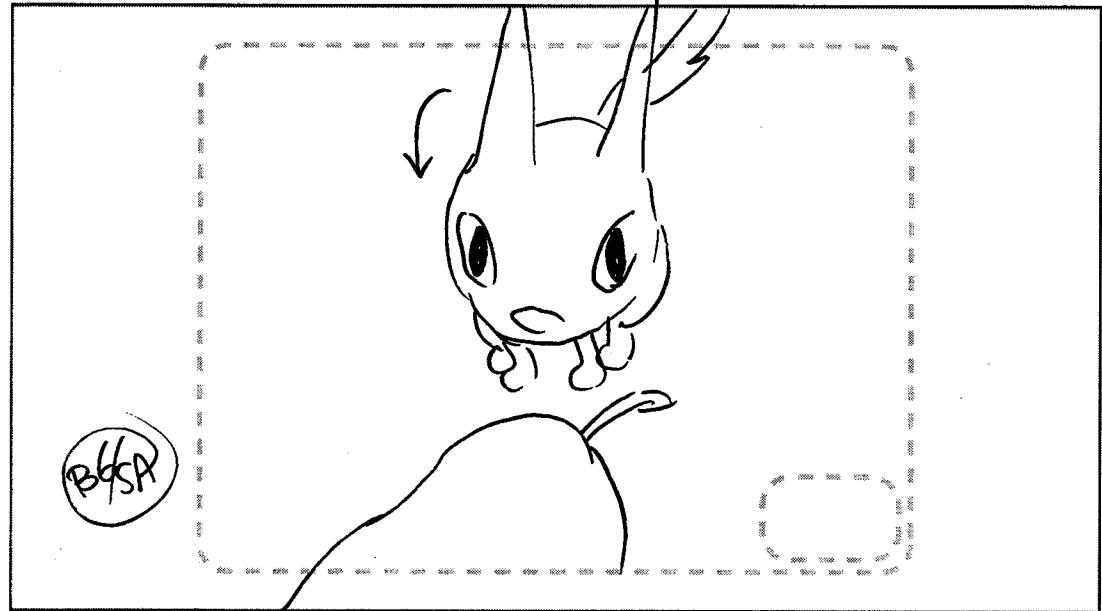
Pnl. R Bg.

day night

Sc. 70

Pnl. E Bg.

day night



Dialog:

Action:

Pup bites pear

Timing:

Production :

100863

115

# ADVENTURE TIME

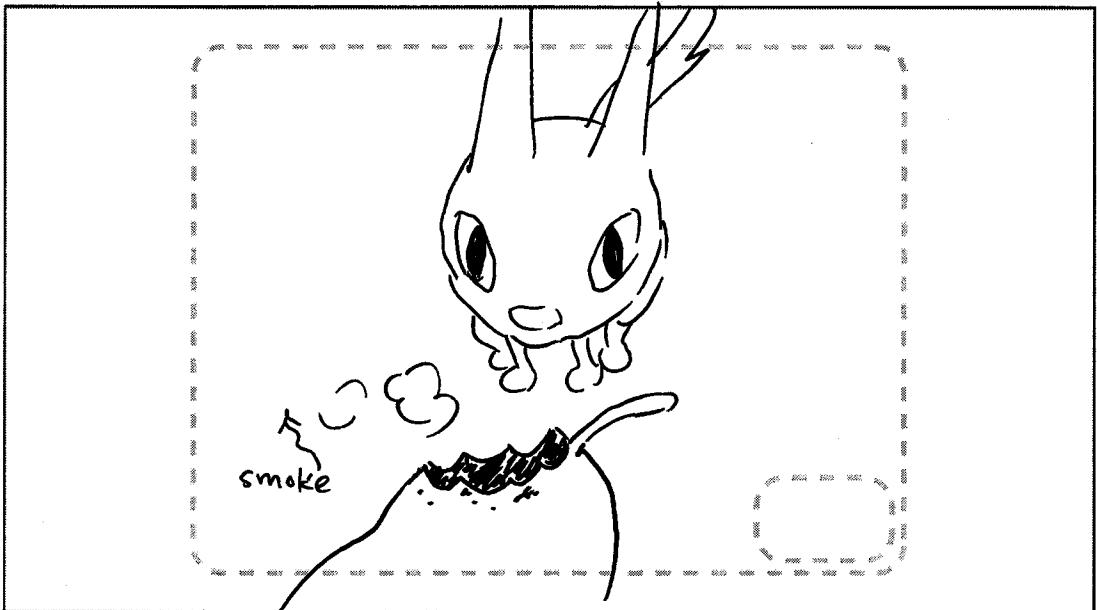


Page 124

Sc. 70

Pnl. F Bg.

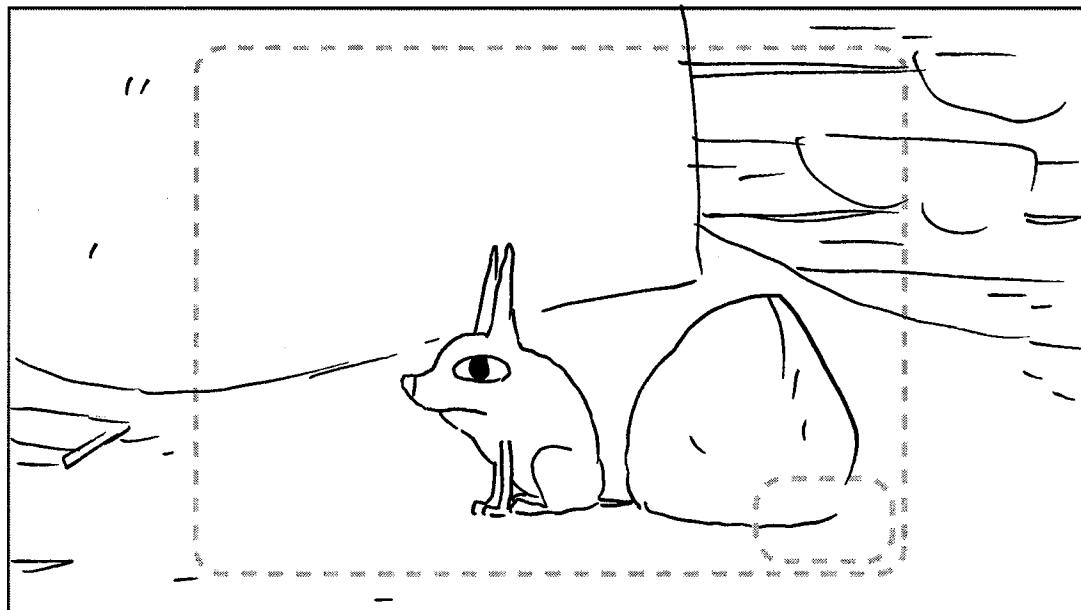
day night



Sc. 75

Pnl. A Bg.

day night



Dialog:

SFX: \* sizzle \*

PUP: \* GULP \*

- BEAT -

Action:

Timing:

EPISODE # 100863

Production :

# ADVENTURE TIME



Page 125

Sc. 71

Pnl. B

Bg.

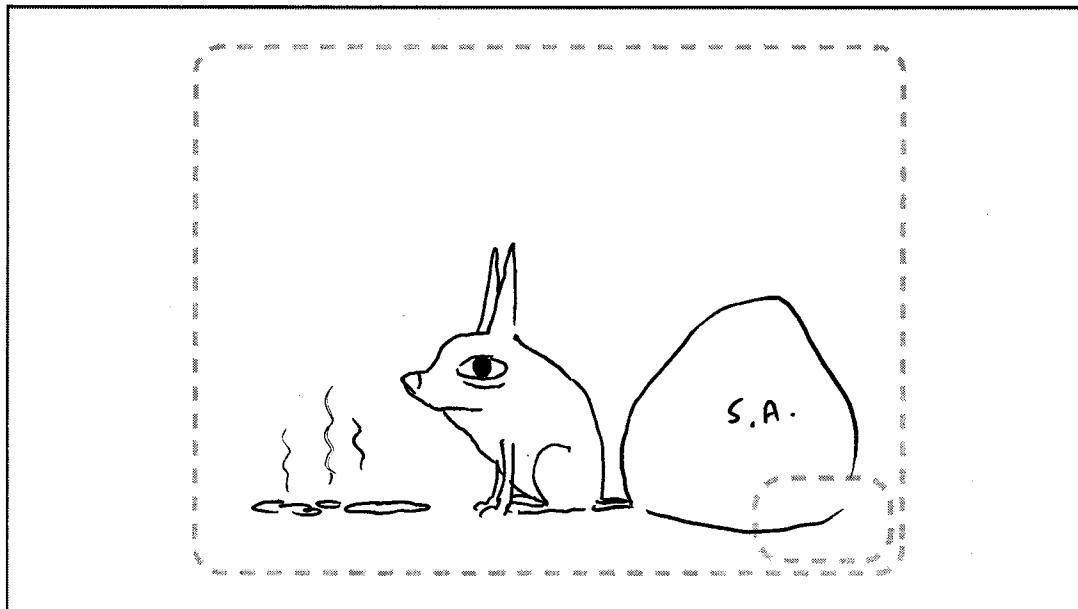
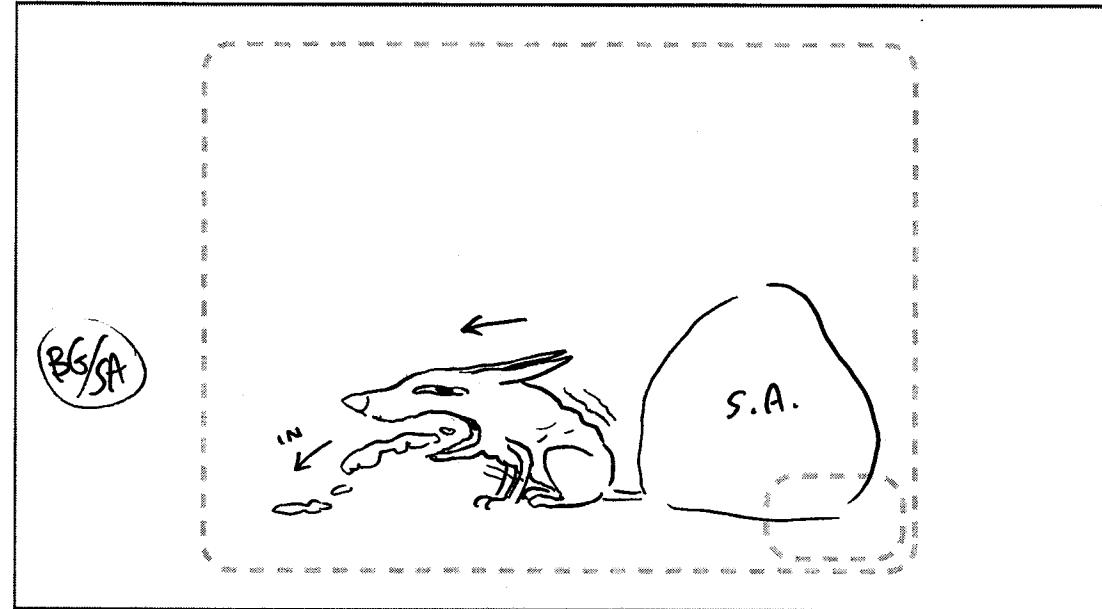
day night

Sc. 71

Pnl. C

Bg.

day night



Dialog:

PUP: \*BARF\*

SFX: \*sizzle\*

Action:

Pup vomits pear.

Vomit is so hot it steams and sizzles.

Timing:

EPISODE #

Production :

100863

117

# ADVENTURE TIME



Page 126

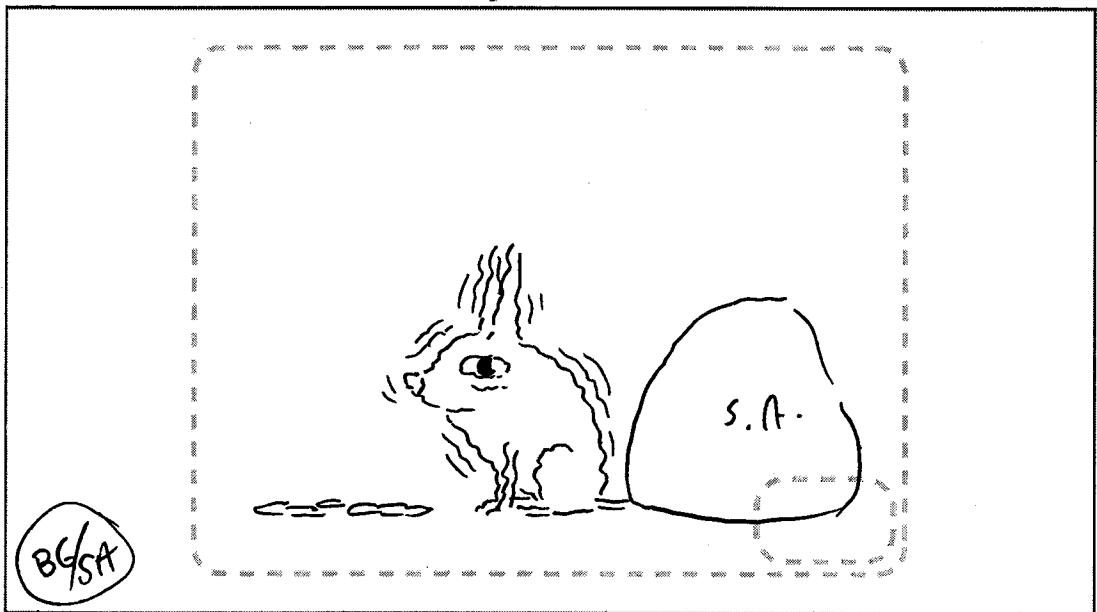
Sc.

71

Pnl. D

Bg.

day night



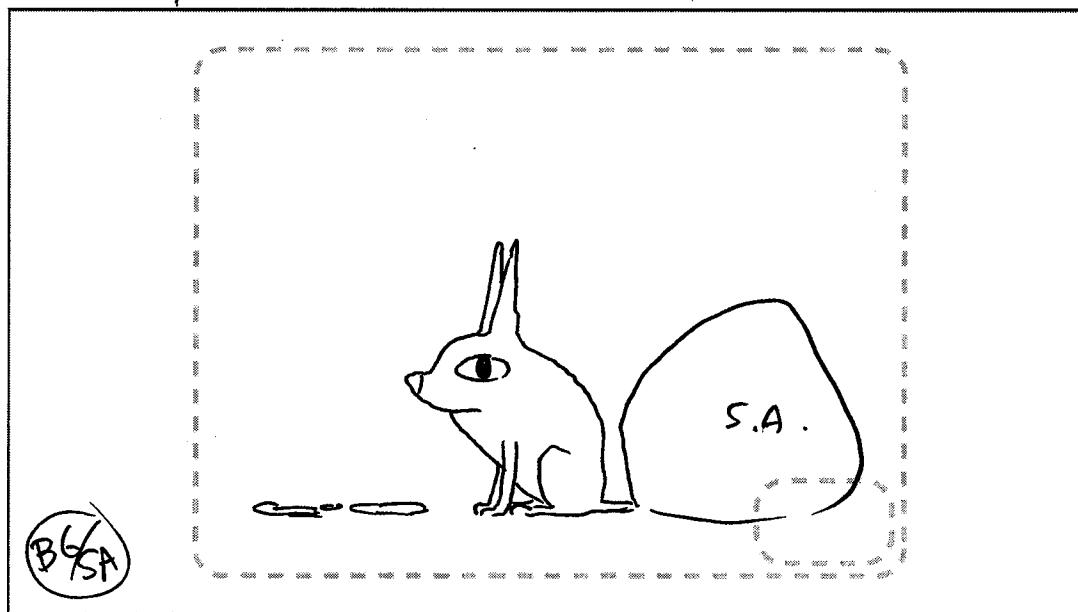
Sc.

71

Pnl. E

Bg.

day night



Dialog:

Action:

Pup shakes

Timing:

EPISODE # 100863

Production :

# ADVENTURE TIME



Page 127

Sc.

72

Pnl.

A

Bg.

day night

Sc.

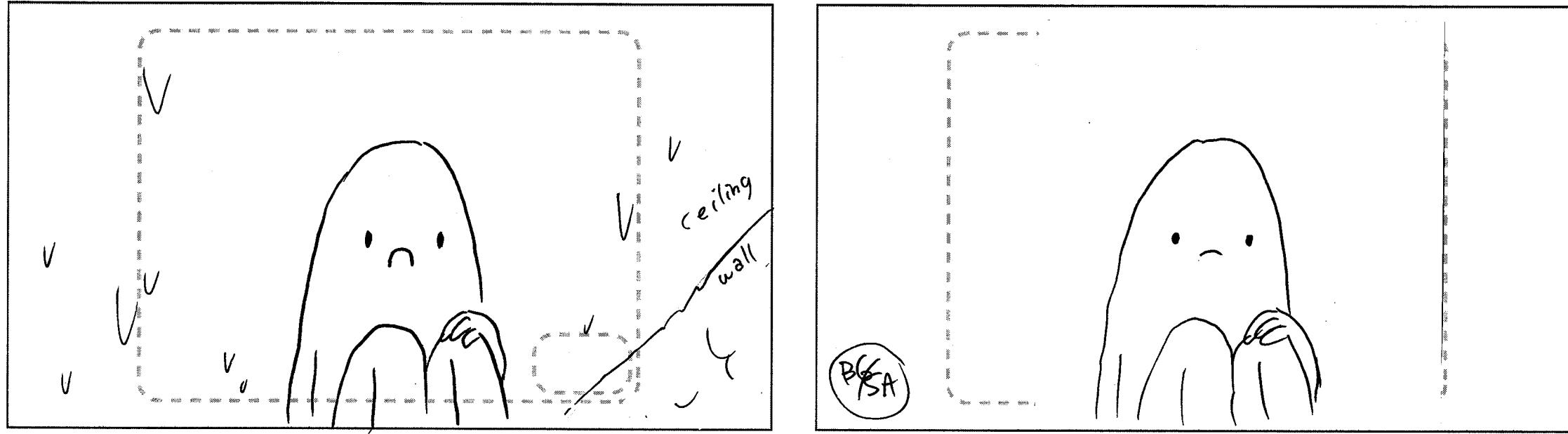
72

Pnl.

B

Bg.

day night



Dialog:

- beat -

PUP (S.S.): \* suck suck suck \* →  
(continuous sucking throughout →)

Action:

Timing:

Production :

100863

119

# ADVENTURE TIME



Page 128

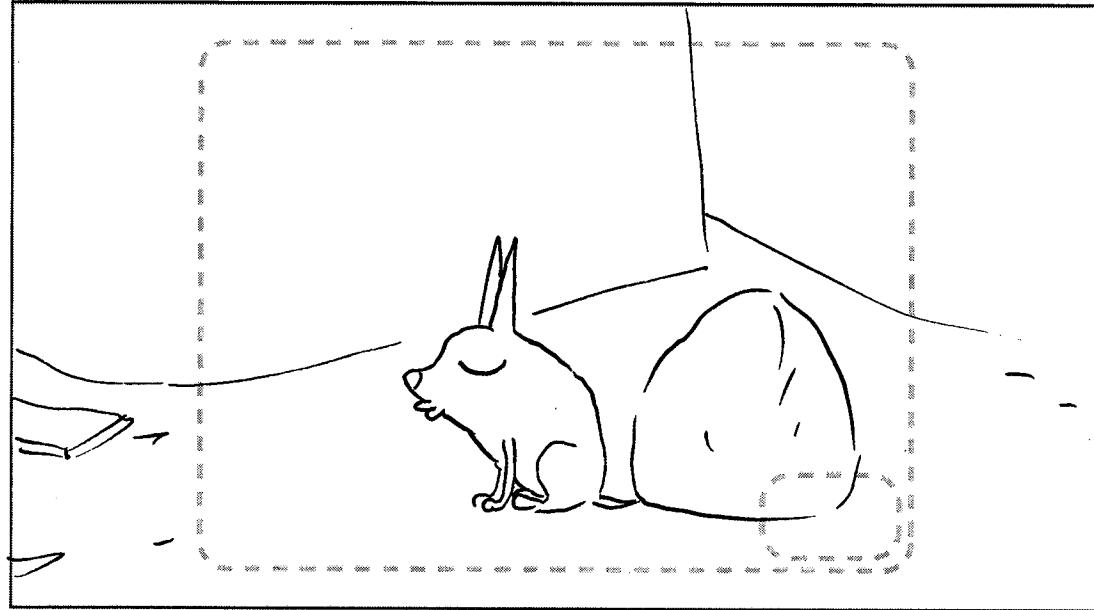
Sc.

73

Pnl. A

Bg.

day night



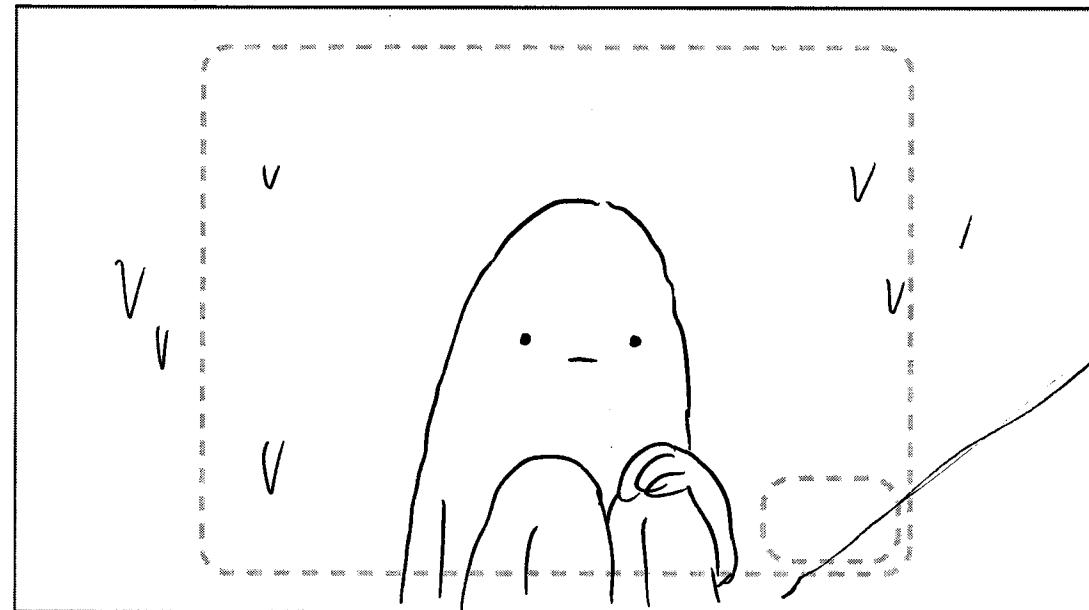
Sc.

74

Pnl. A

Bg.

day night



Dialog:

→ (Pup:) \* suck suck suck → suck suck suck →

Action:

Timing:

100863

EPISODE #

120

Production :

# ADVENTURE TIME



Page 129

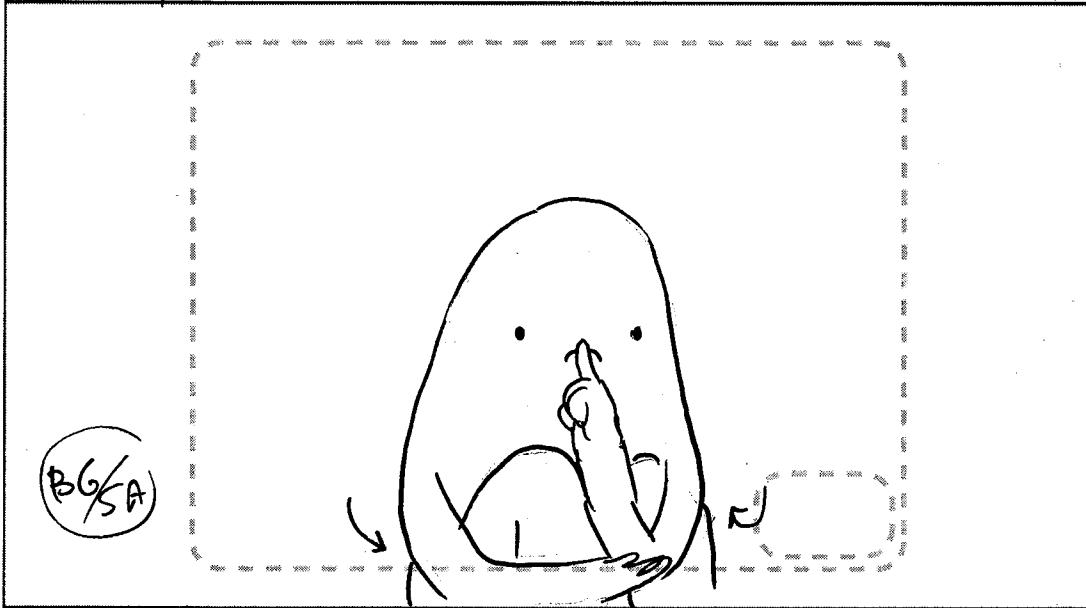
Sc.

74

Pnl. B

Bg.

day night



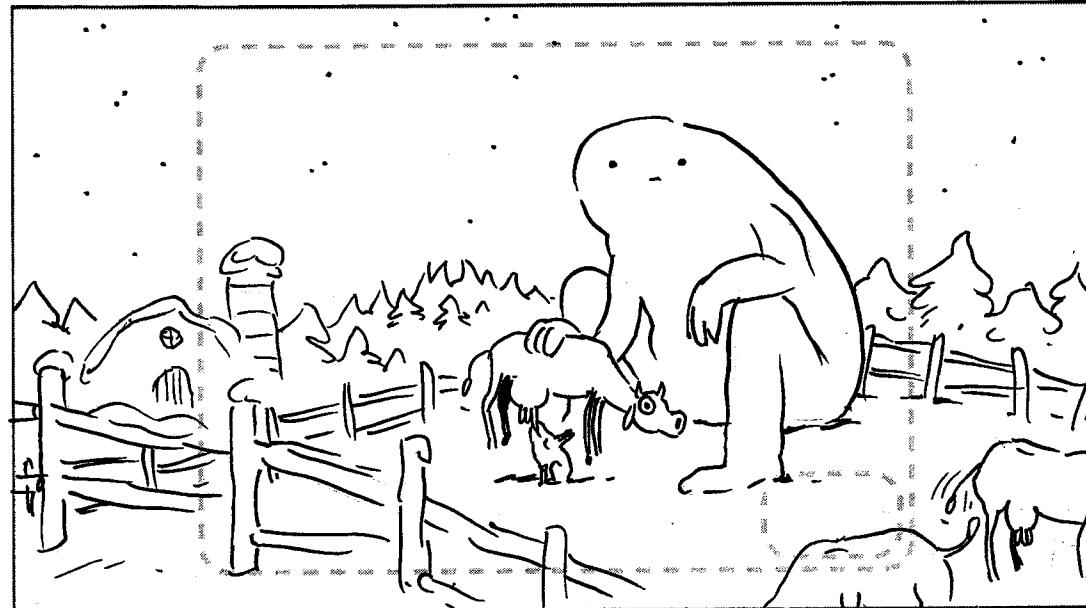
Sc.

75

Pnl. A

Bg.

day night



EPISODE # 100363

Production :

Dialog:

→ suck suck suck

(COW: [cast with voice of a man] : WOO!  
YA-HA-HA!  
(PUP: (throughout): \* suck suck suck \*

Action:

Timing:

121

# ADVENTURE TIME



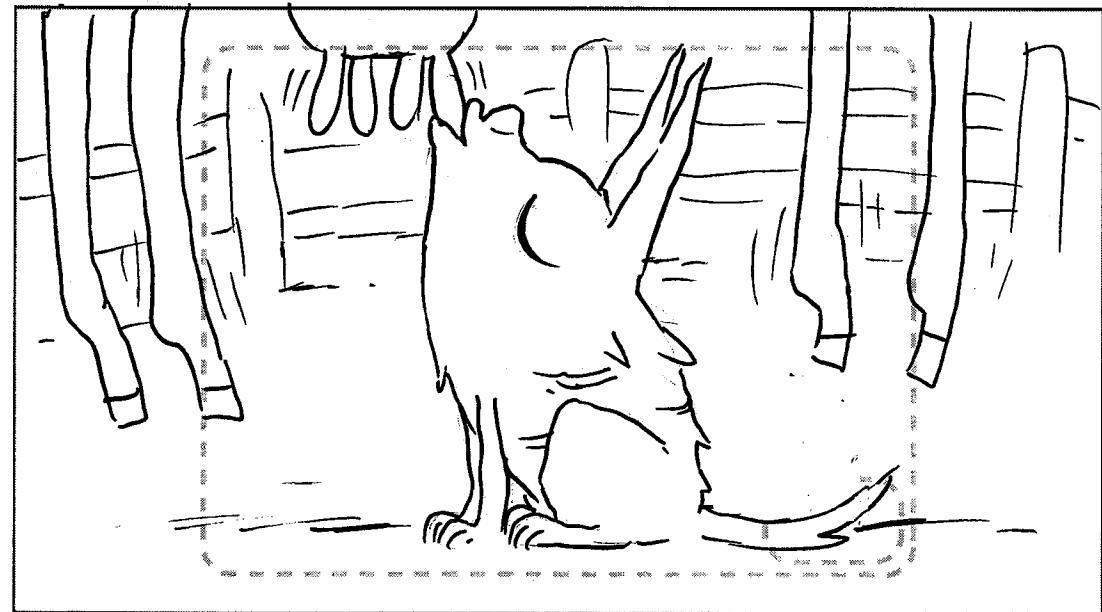
Page 130

Sc. 75

Pnl. B

Bg.

day night

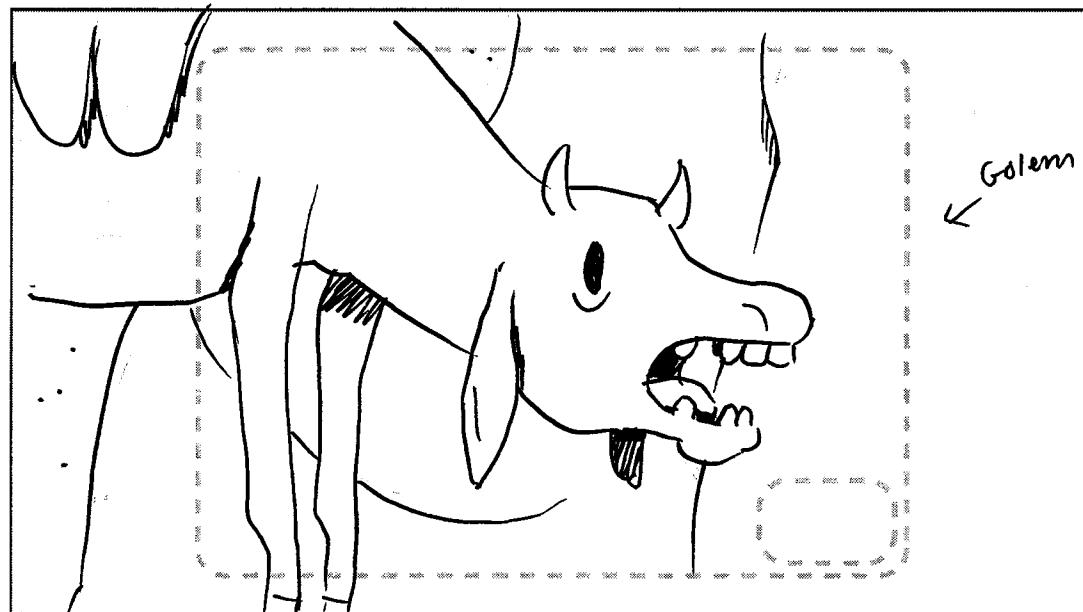


Sc. 76

Pnl. A

Bg.

day night



Dialog:

(cow:) WOO HOO! OH BOY!

(pup:) \*suck suck suck\*

(cow:) AAAAAAAAHH!

(pup:) (os) \*suck suck suck\*

122

Action:

Timing:

Production :

100863

EPISODE #

# ADVENTURE TIME



Page 131

Sc.

77

Pnl.

A

Bg.

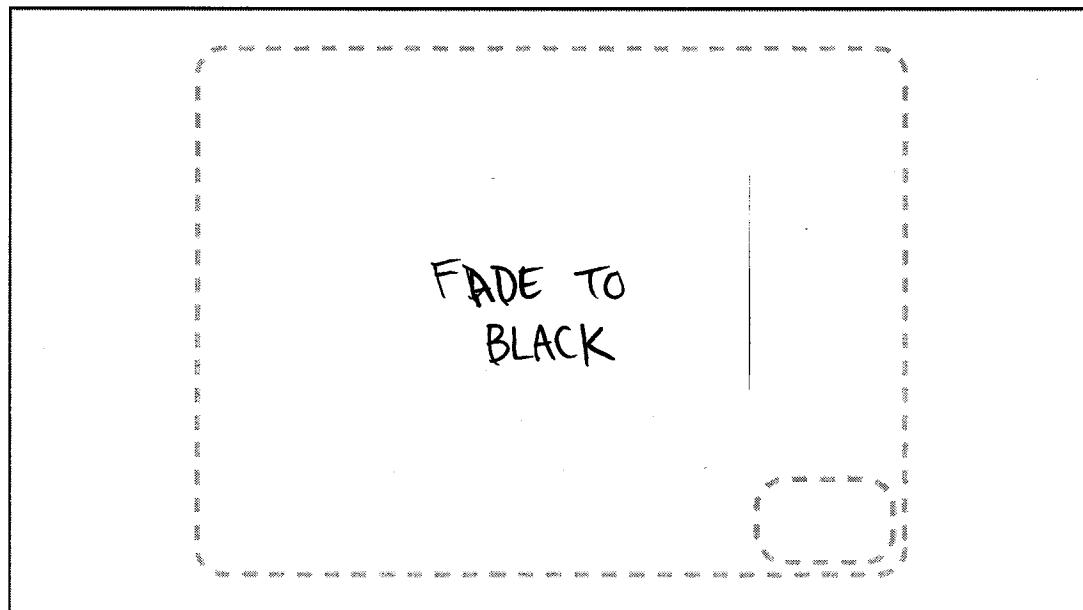
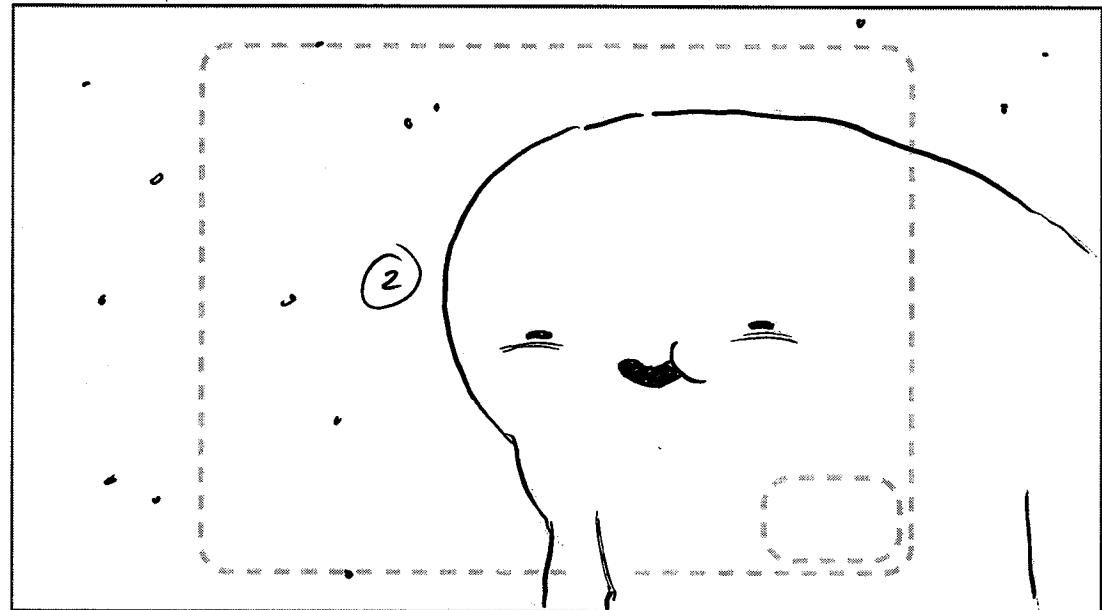
day night

Sc.

Pnl.

Bg.

day night



Dialog:

GOLEM: heh heh

PUP O.S. \* suck suck suck \*

Action:



Timing:

EPISODE # 100863

Production :

123

# ADVENTURE TIME



Page 132

Sc.

78

Pnl.

A

Bg.

day night

Sc.

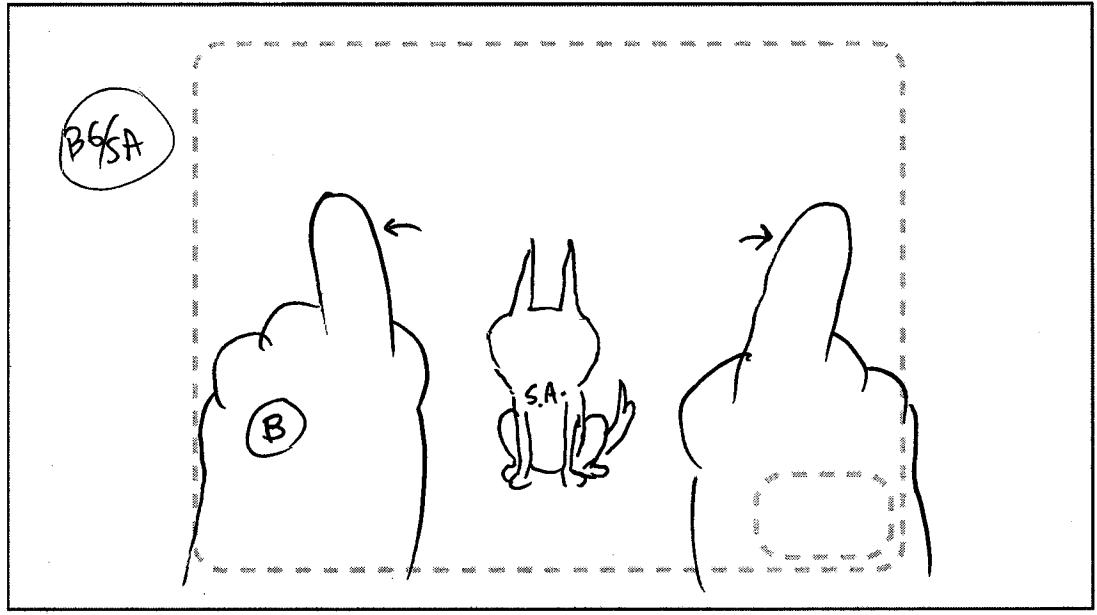
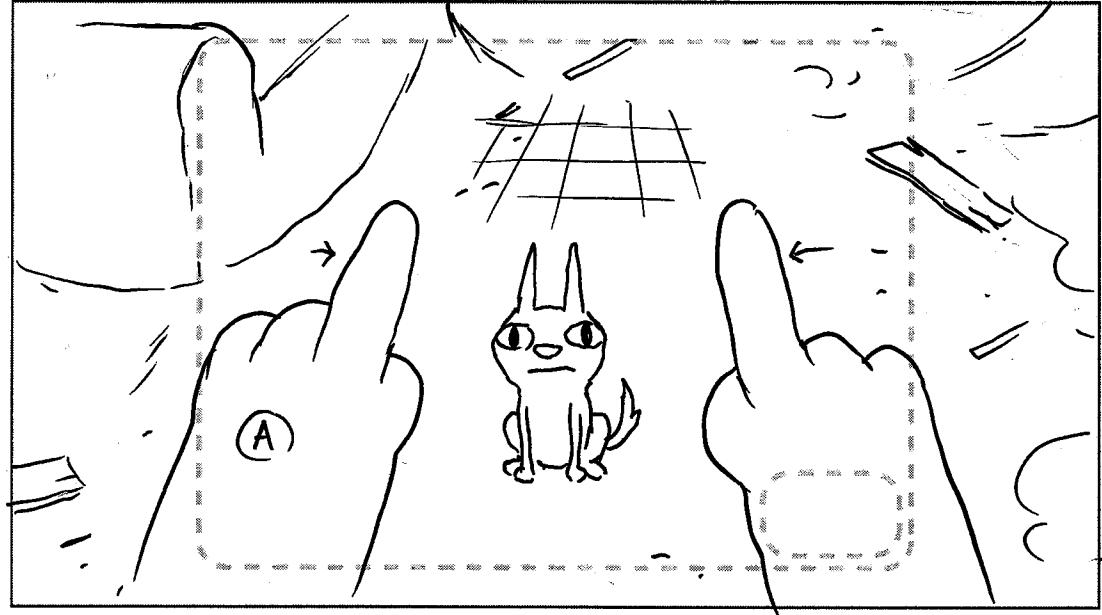
78

Pnl.

B

Bg.

day night



Dialog:

(GOLEM:) (grunt singing) do do do do do do

Action:

HANDS MOVE (A) (B) (A) (B) slowly throughout scene →

Timing:

EPISODE #

Production :

100863

124

# ADVENTURE TIME



Page 133

Sc.

78

Pnl.

C

Bg.

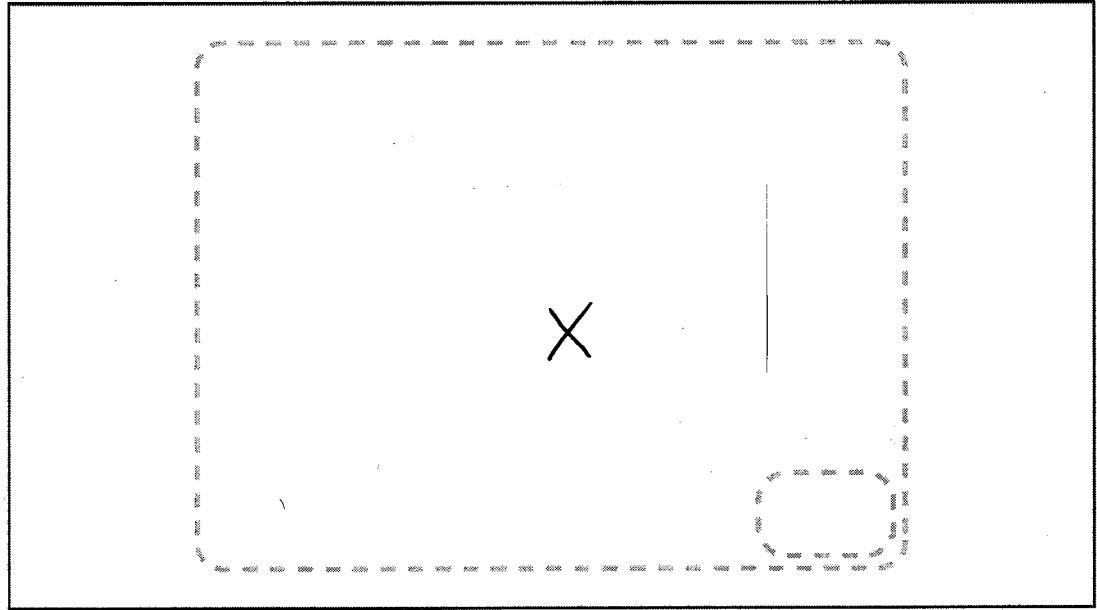
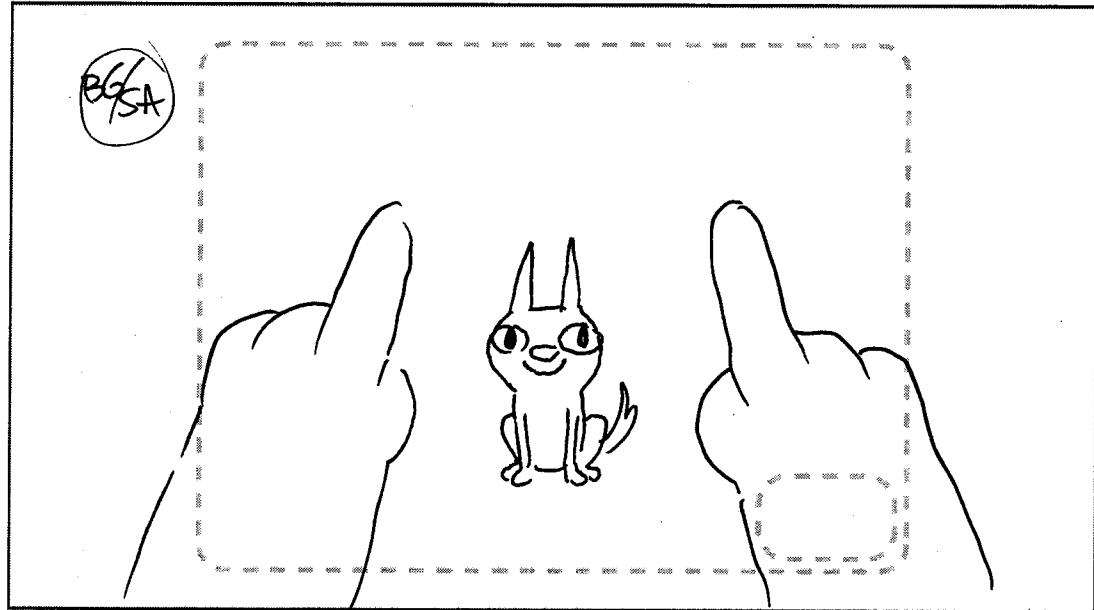
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(GOLEM) (singing continued)

Action:

Timing:

Production :

100863

EPISODE #

125

# ADVENTURE TIME



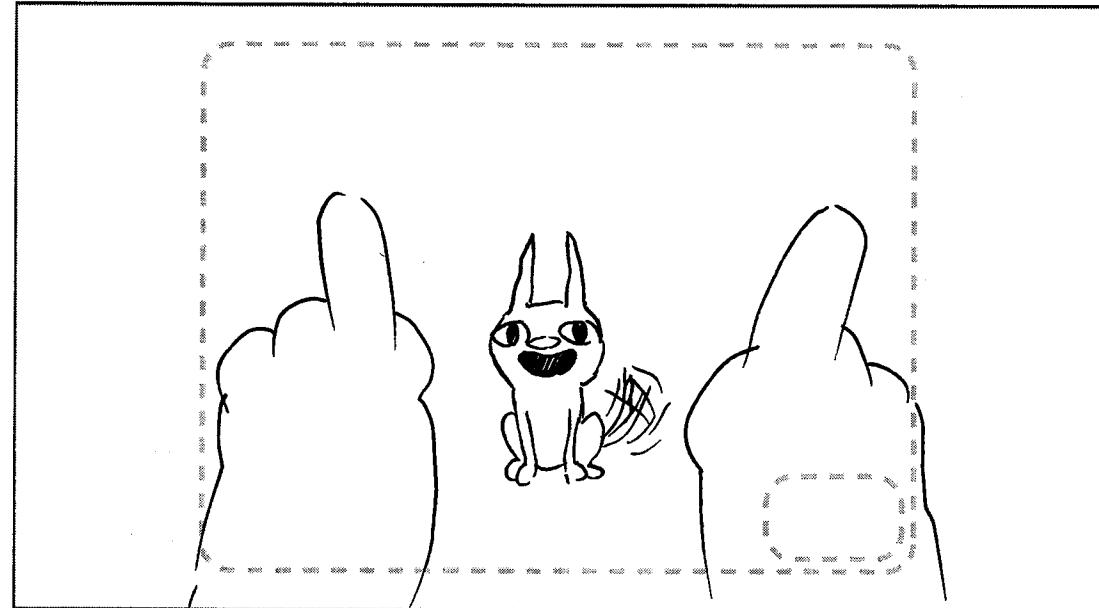
Page 134

Sc. 78

Pnl. D

Bg.

day night

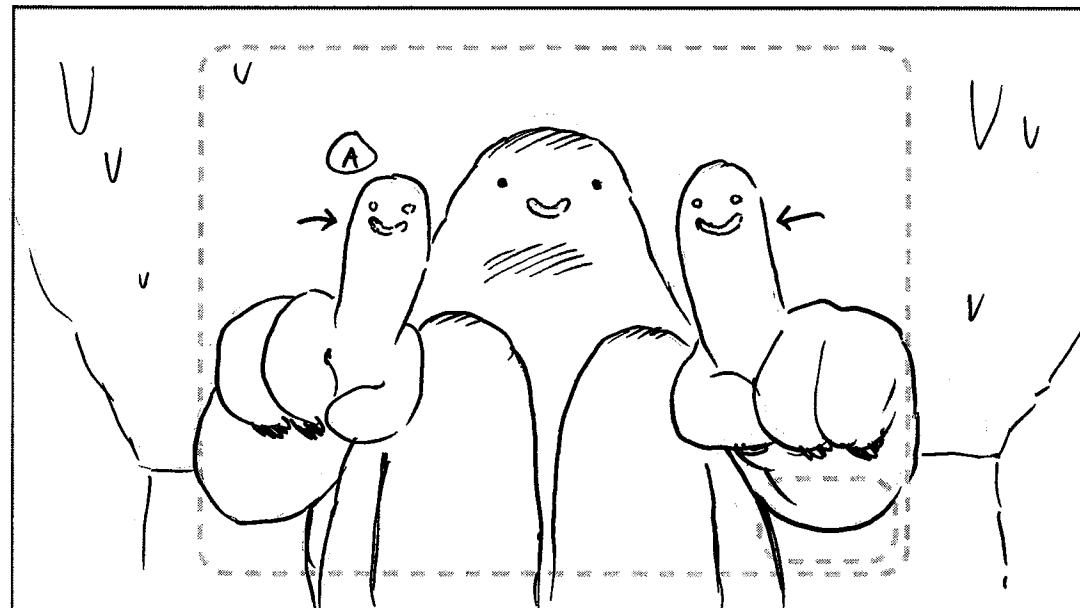


Sc. 79

Pnl. A

Bg.

day night



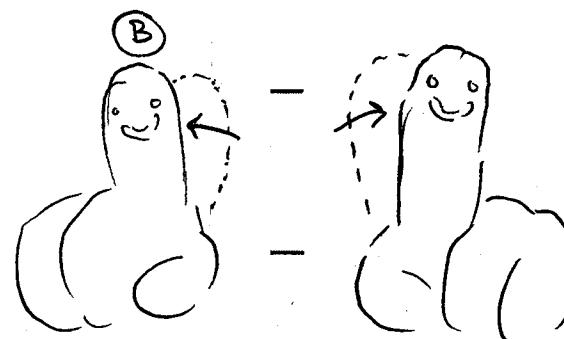
Dialog:

(PUP): YIP!!

(GOLEM): do da do

Action:

Fingers move  
(A) (B) (A)



Timing:

Production :

100863

# ADVENTURE TIME



Page 135

Sc.

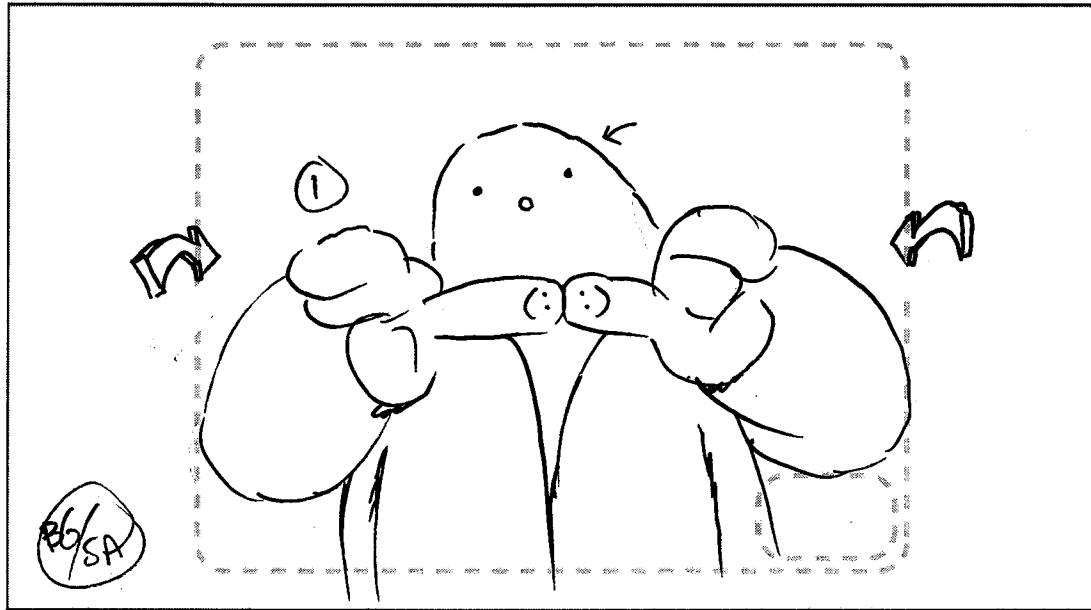
79

Pnl.

B

Bg.

day night



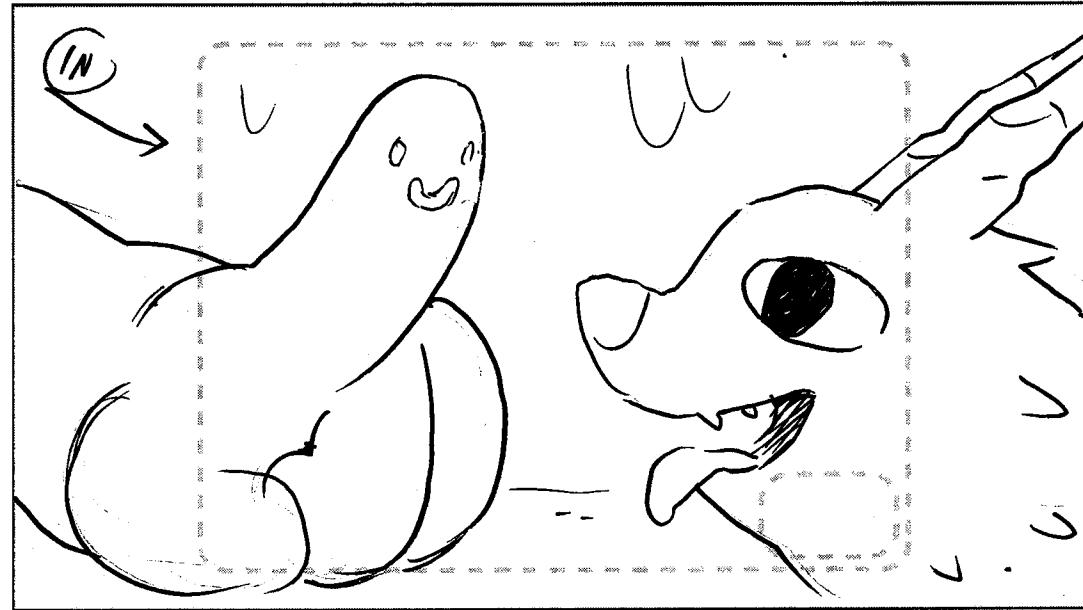
Sc.

80

Pnl.

A

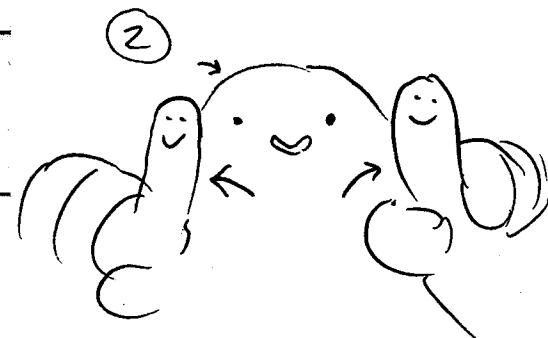
day night



Dialog:

GOLEM: do-dado

Action:



Timing:

GOLEM (O.S.) do - do

Production :

100863

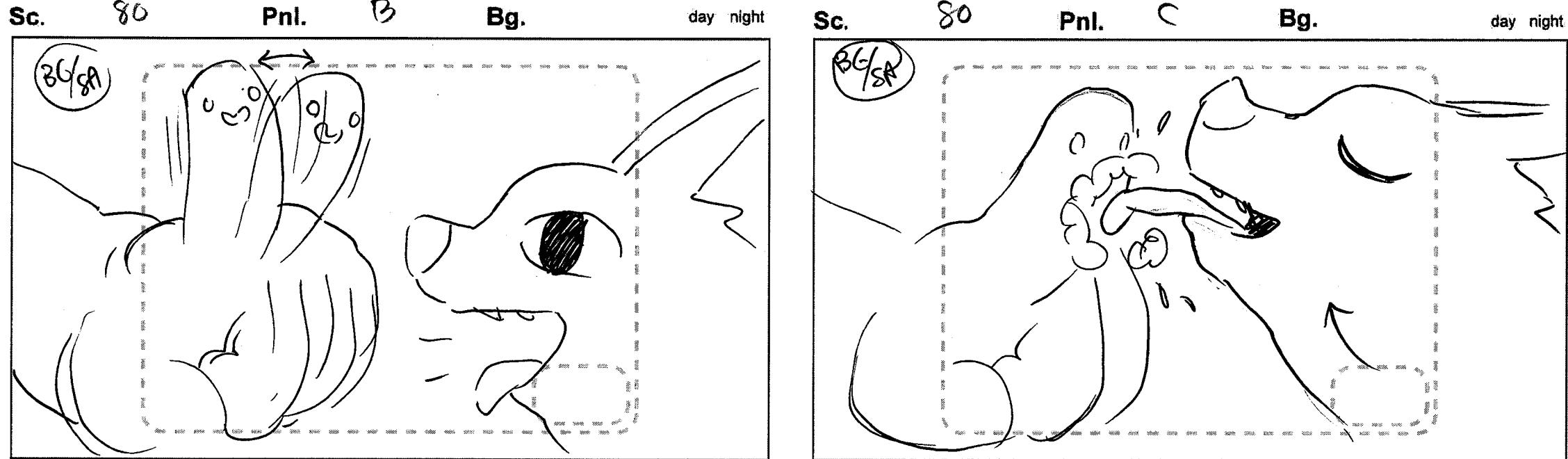
EPISODE #

127

# ADVENTURE TIME



Page 136



EPISODE # 100863

128

## Dialog:

GOLEM O.S.: do do do

PUP: YIP!

SFX: lick

SFX: tssssss

## Action:

-Pup gets excited and licks Golem's finger -  
-Steam comes off and water drops

## Timing:

Production :

# ADVENTURE TIME



Page 137

Sc.

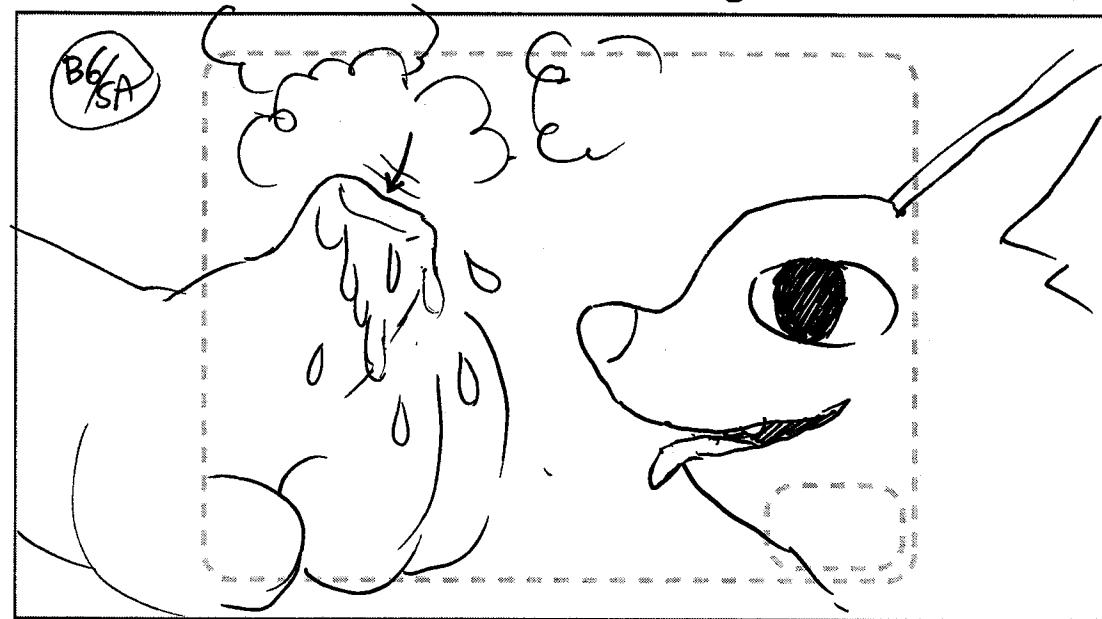
80

Pnl.

D

Bg.

day night



Sc.

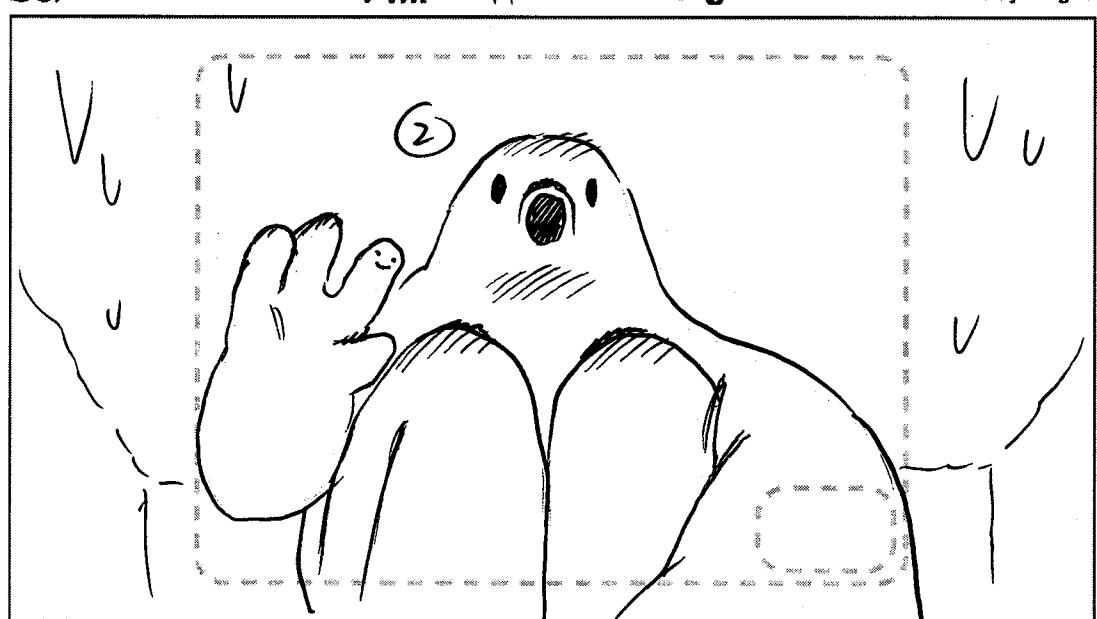
81

Pnl.

A

Bg.

day night



Dialog:

(GOLEM): W H O O O O O !!

Action:

Finger melts down

Timing:

EPISODE # 100863

129

Production :

# ADVENTURE TIME



Page 138

Sc. 81

Pnl. B

Bg.

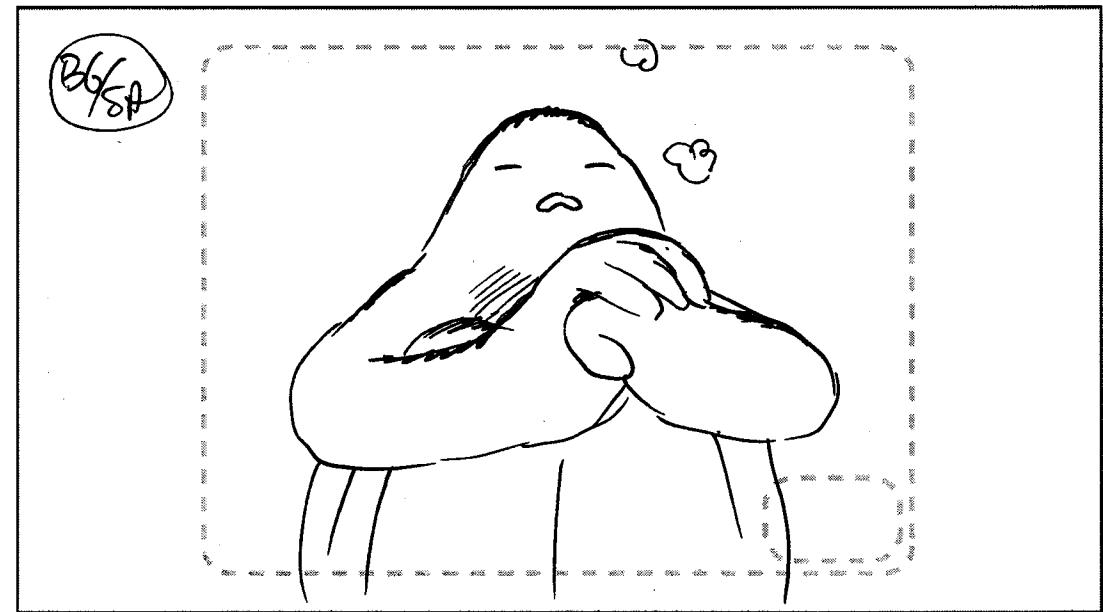
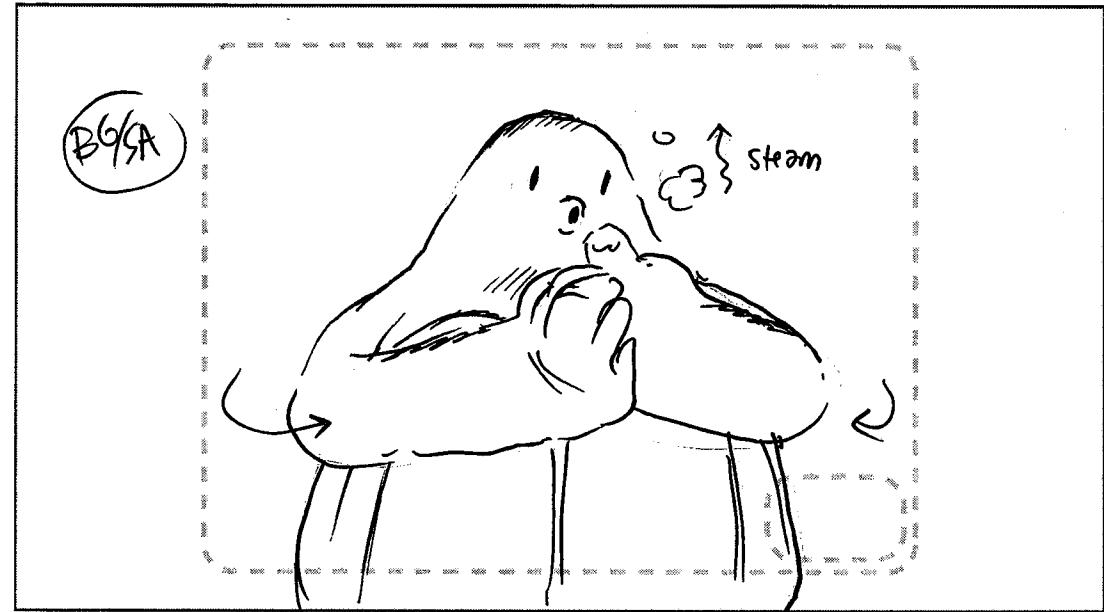
day night

Sc. 81

Pnl. C

Bg.

day night



Dialog:

GOLEM: \* blow blow \*

GOLEM: Ahh...

Action:

Golem blows on burnt finger

Timing:

EPISODE #

100863

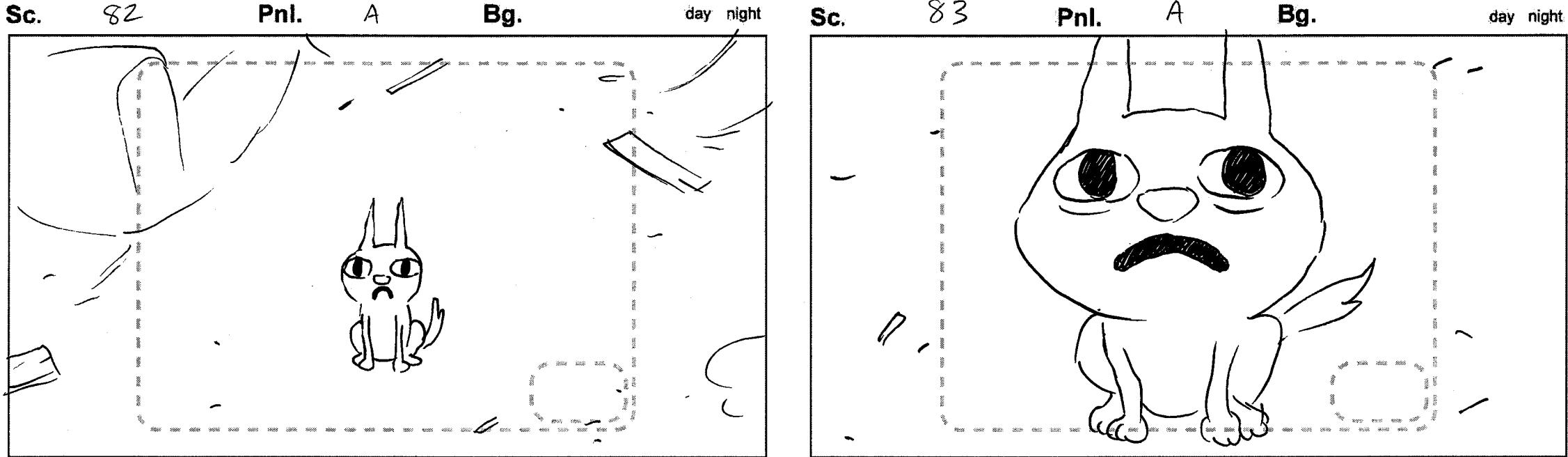
130

Production :

# ADVENTURE TIME



Page 139



100863

EPISODE #

131

Dialog:

(Golem) (OS) Ah ah -

(Golem) (OS) ah ah ah

Action:

Timing:

Production :

# ADVENTURE TIME



Page 146

Sc.

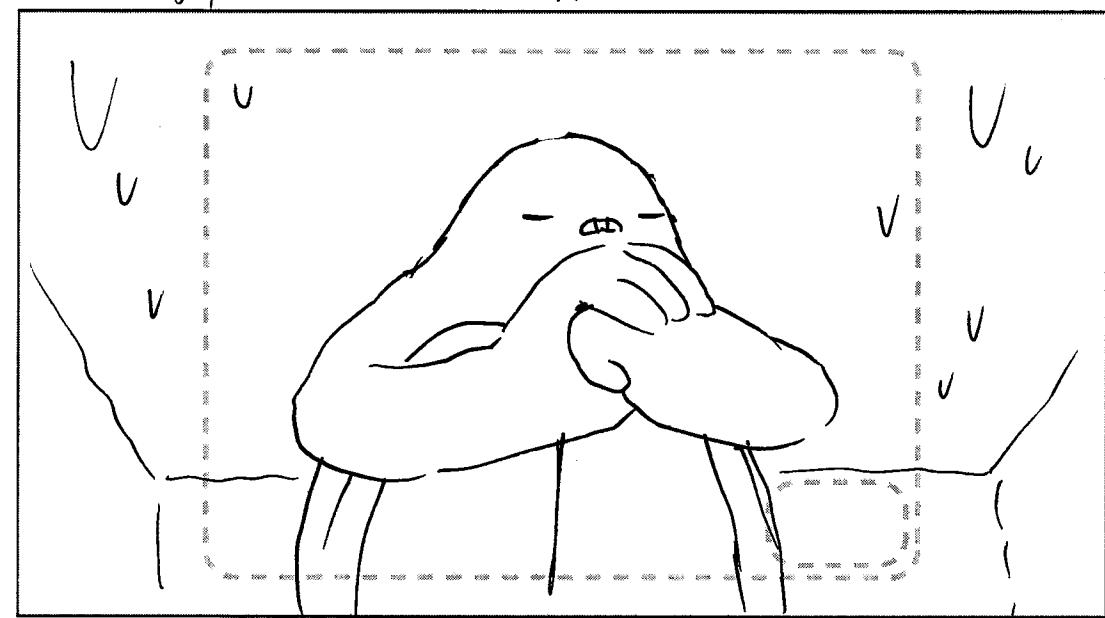
84

Pnl.

A

Bg.

day night



Sc.

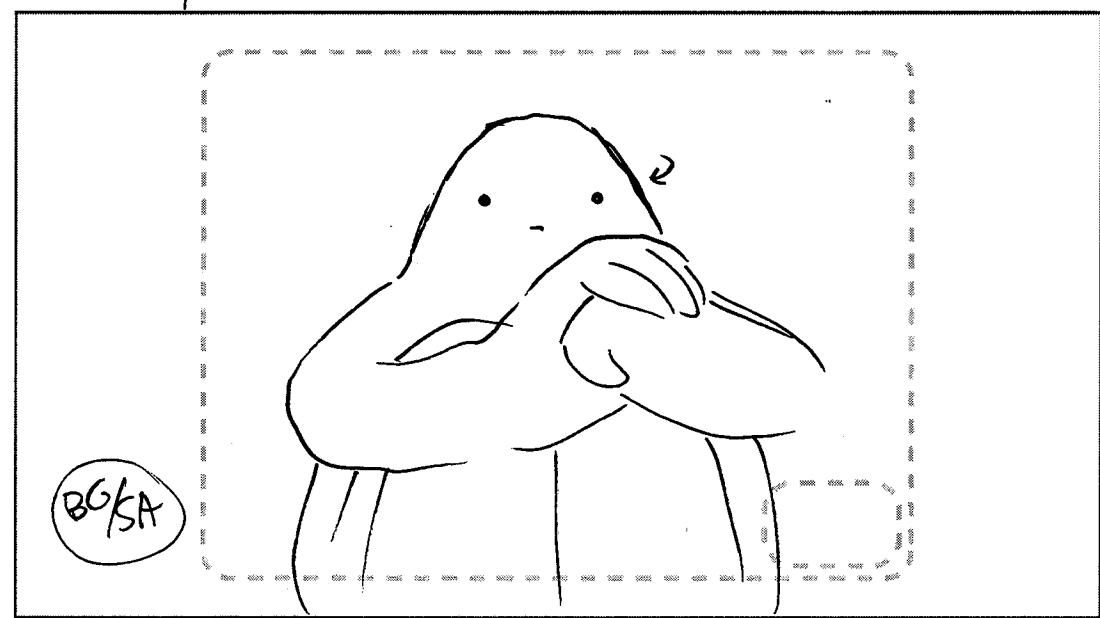
84

Pnl.

B

Bg.

day night



Dialog:

(GOLEM): Keeeesh

(PUP)OS: \*whimper whimper\*

132

Action:

Timing:

Production :

EPISODE #

100863

# ADVENTURE TIME



Page 141

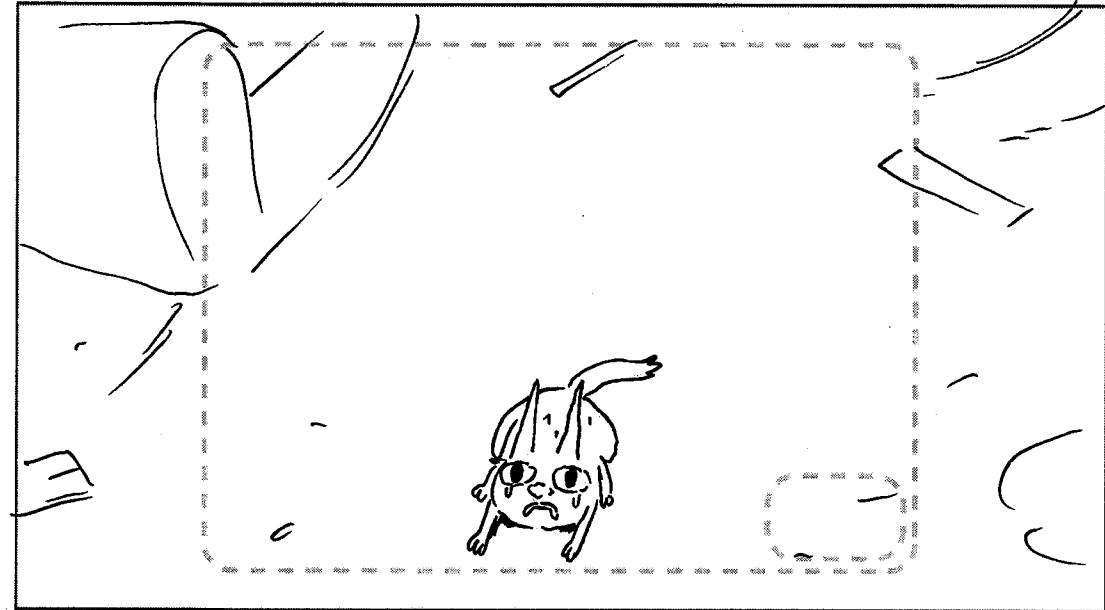
Sc.

85

Pnl. A

Bg.

day night

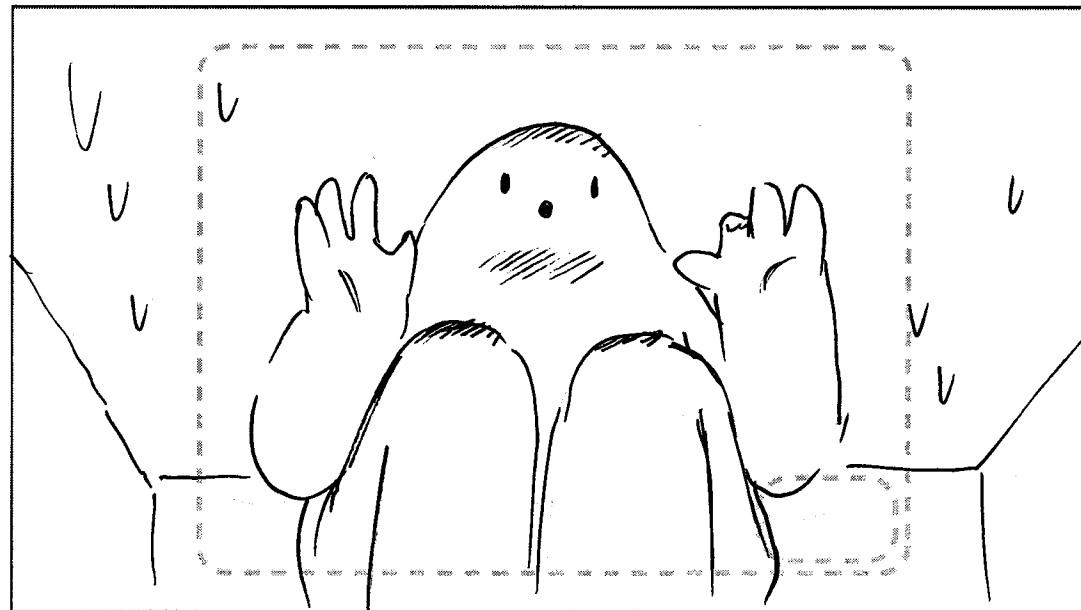


Sc. 86

Pnl. A

Bg.

day night



Dialog:

(PUP): \*whimper whimper\*

(GOLEM): nya!

Action:

Timing:

100863

EPISODE #

Production :

# ADVENTURE TIME



Page 142

Sc. 86

Pnl. B

Bg.

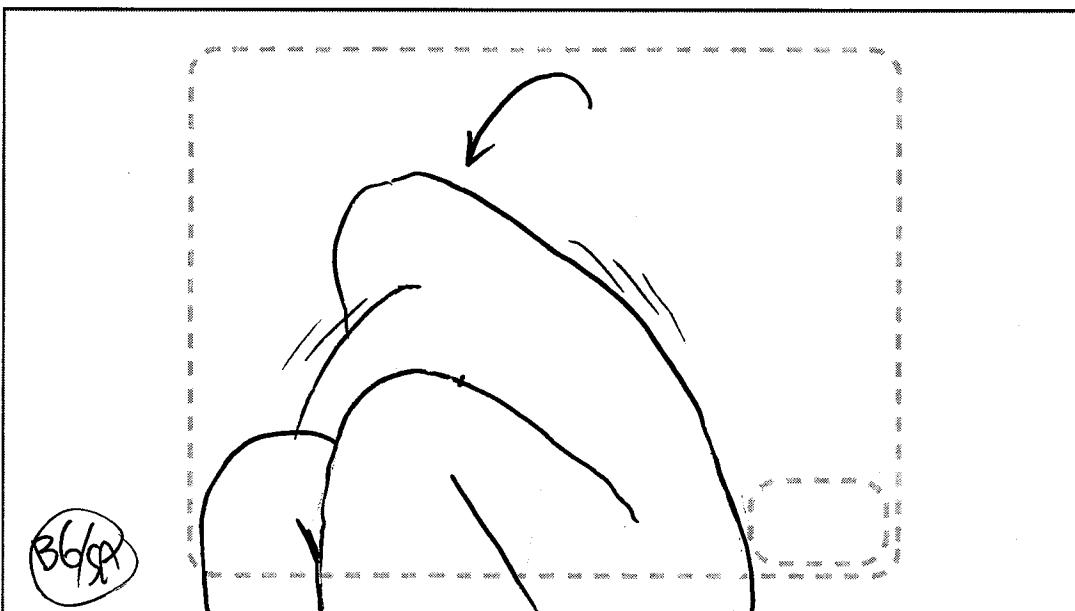
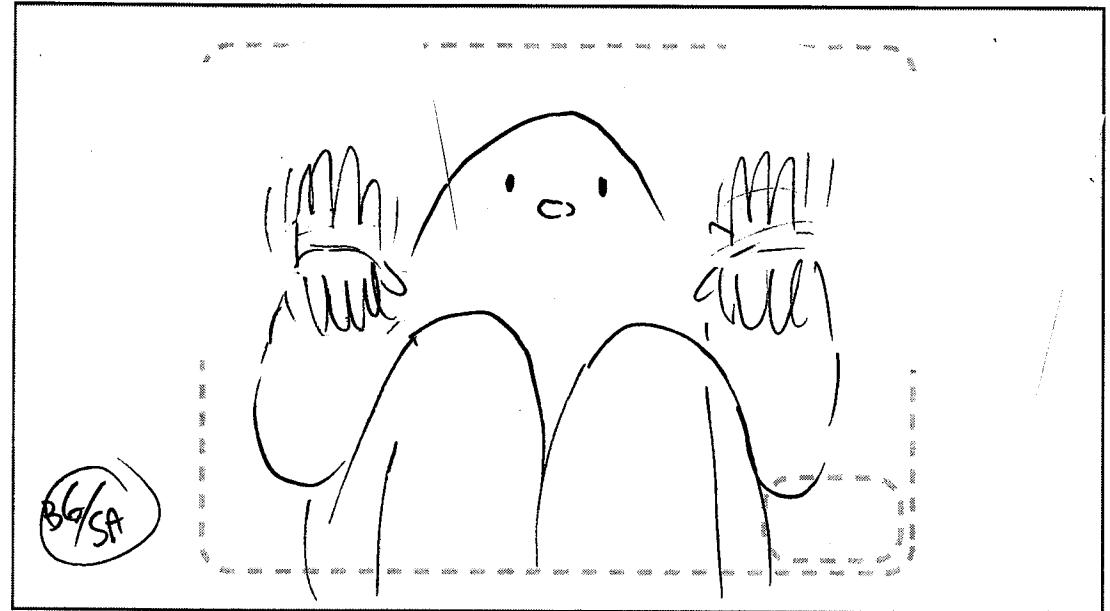
day night

Sc. 86

Pnl. C

Bg.

day night



Dialog:

G: na na na -

134

Action:

Timing:

Production :

100863

EPISODE #

# ADVENTURE TIME



Page 143

Sc.

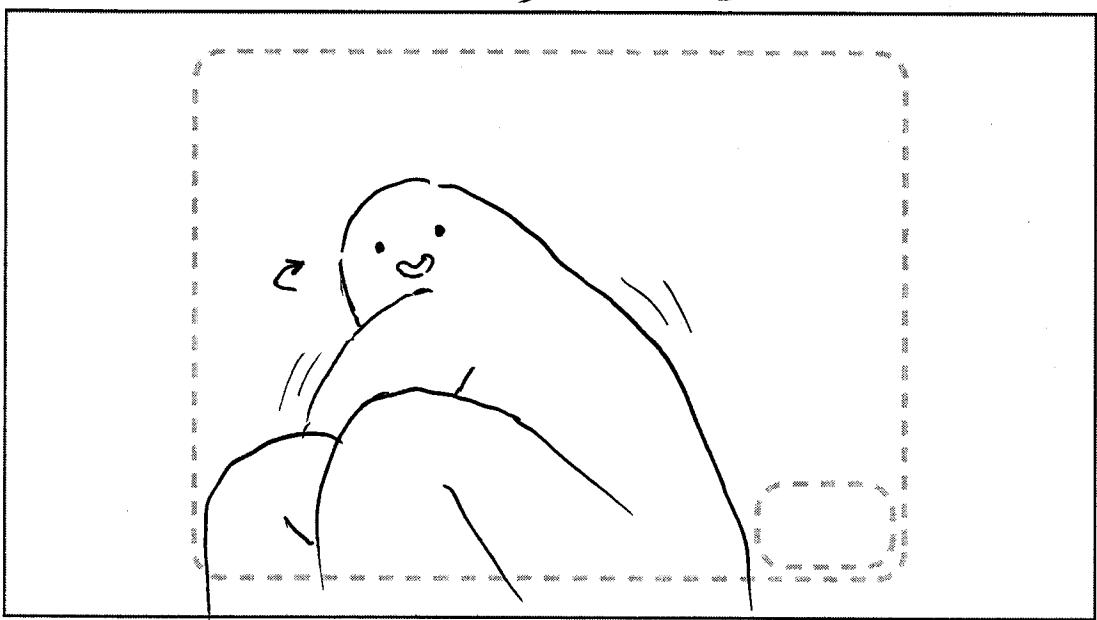
86

Pnl.

D

Bg.

day night



Sc.

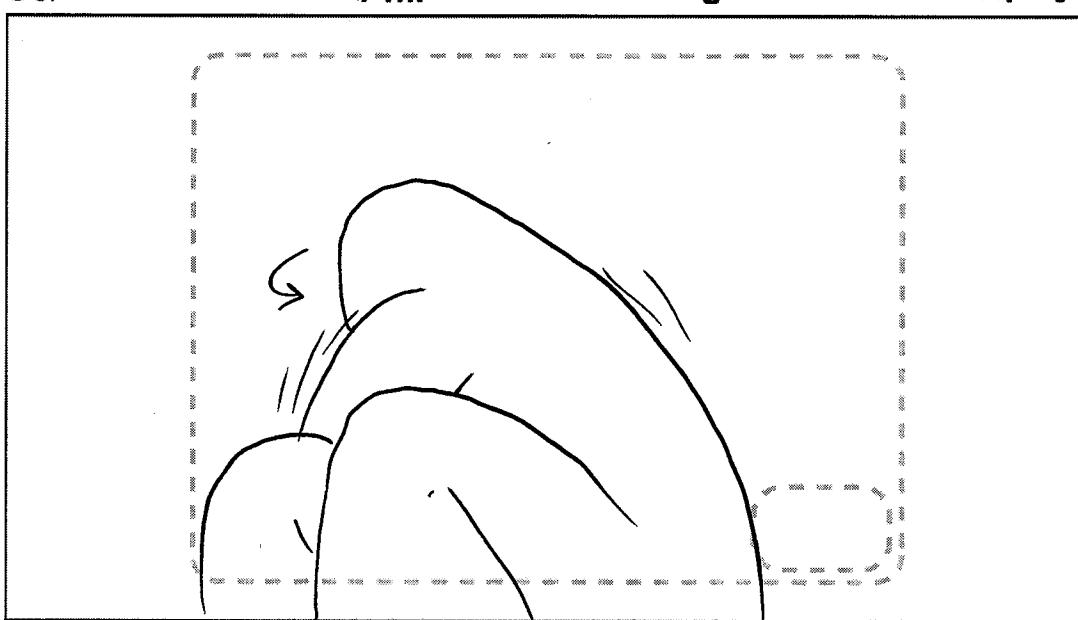
86

Pnl.

E

Bg.

day night



Dialog:

Action:

Timing:

Production :

100863

135

# ADVENTURE TIME



Page 144

Sc.

86

Pnl.

F

Bg.

day night

Sc.

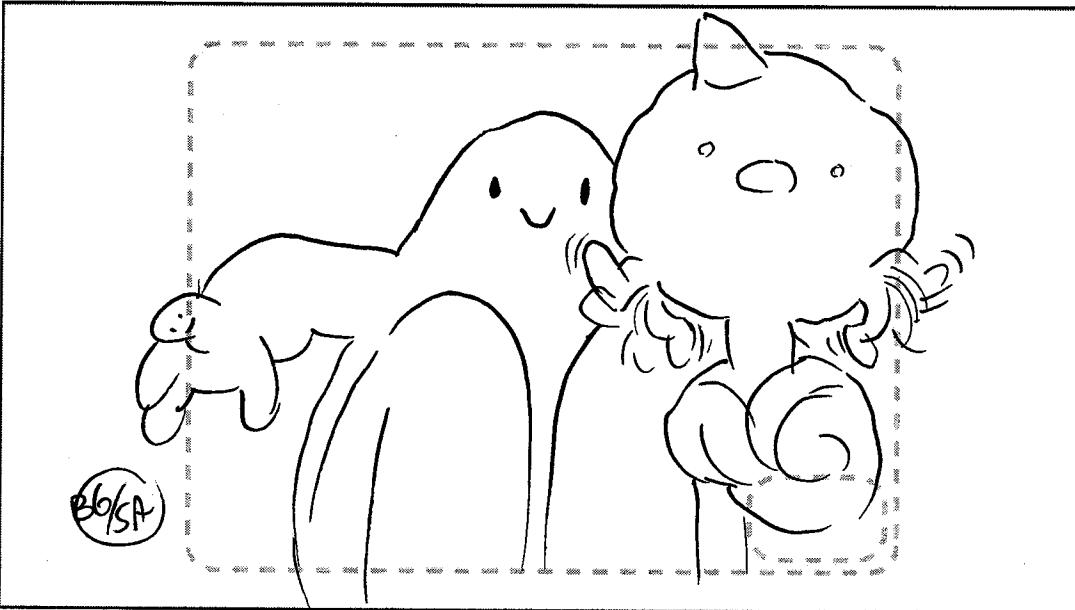
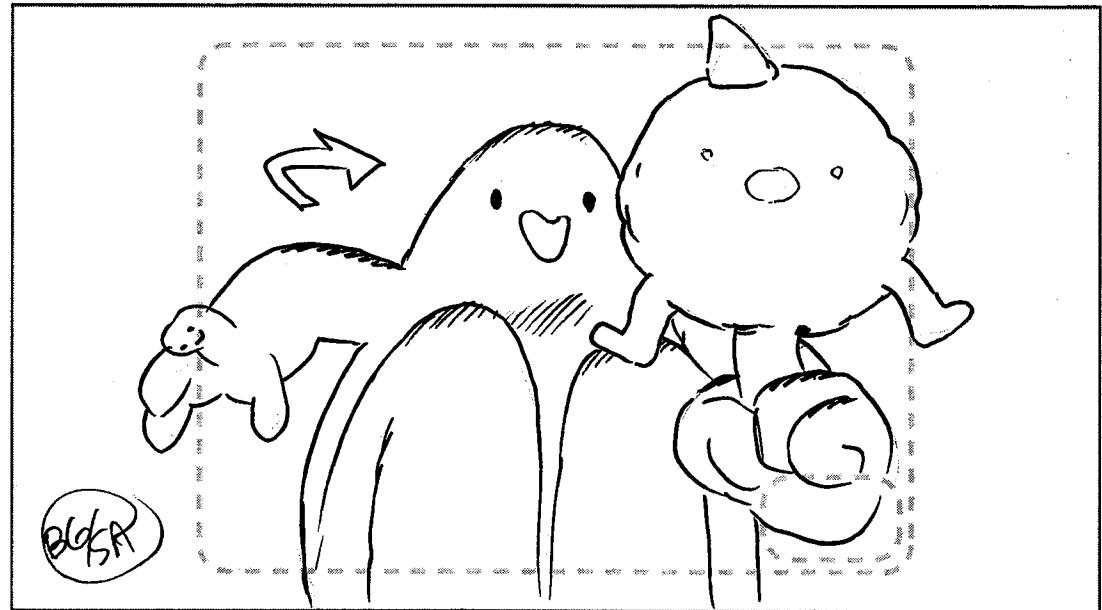
86

Pnl.

G

Bg.

day night



Dialog:

GOLEM: BLAUGH!

136

Action:

puppet kicks legs rapidly

Timing:

Production :

100863

# ADVENTURE TIME



Page 145

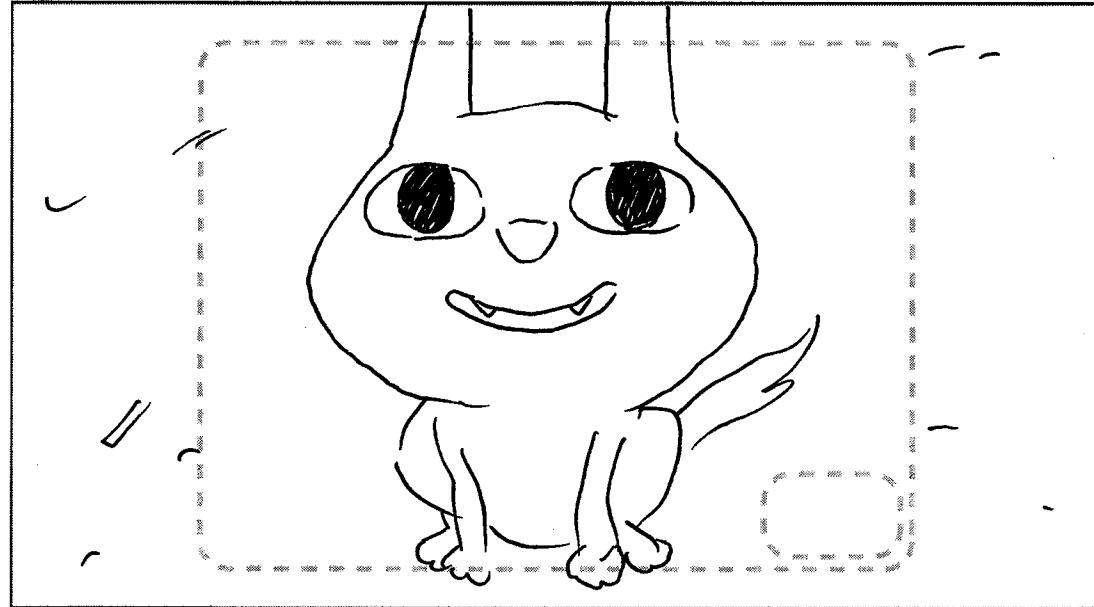
Sc.

87

Pnl. A

Bg.

day night



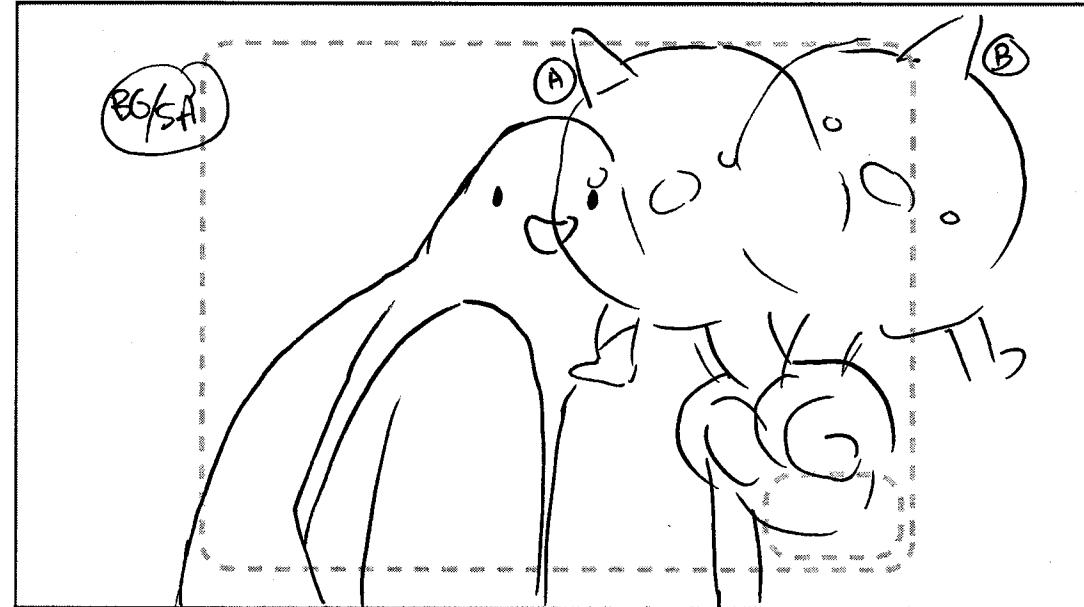
Sc.

88

Pnl. A

Bg.

day night



100863

EPISODE #

Production :

Dialog:

(GOLEM:) Blaugh blaugh

137

Action:

(A) (B) (A) (B)

Timing:

# ADVENTURE TIME



Page 146

Sc.

88

Pnl.

B

Bg.

day night

Sc.

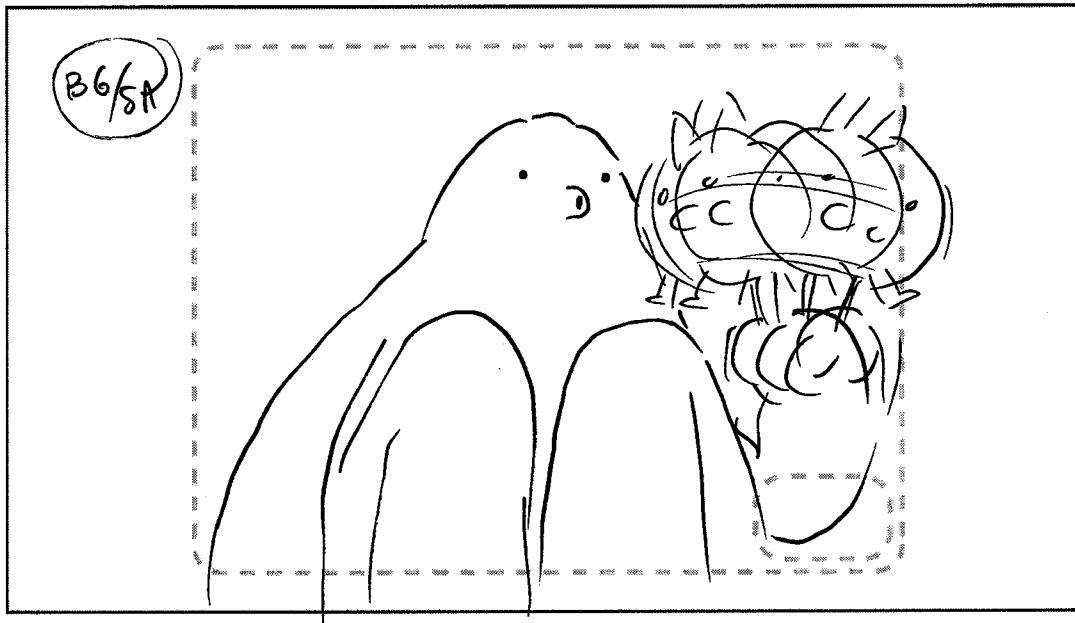
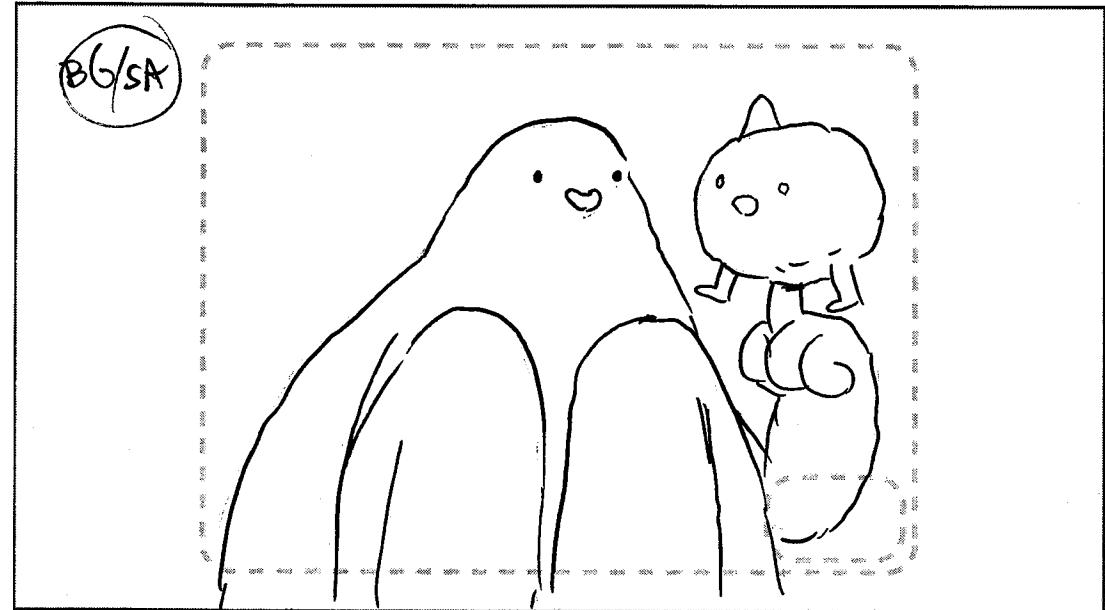
88

Pnl.

C

Bg.

day night



Dialog:

(Golem:) heh heh heh

(Golem:) do - do - do - do

Action:

Timing:

Production :

100863

128

# ADVENTURE TIME



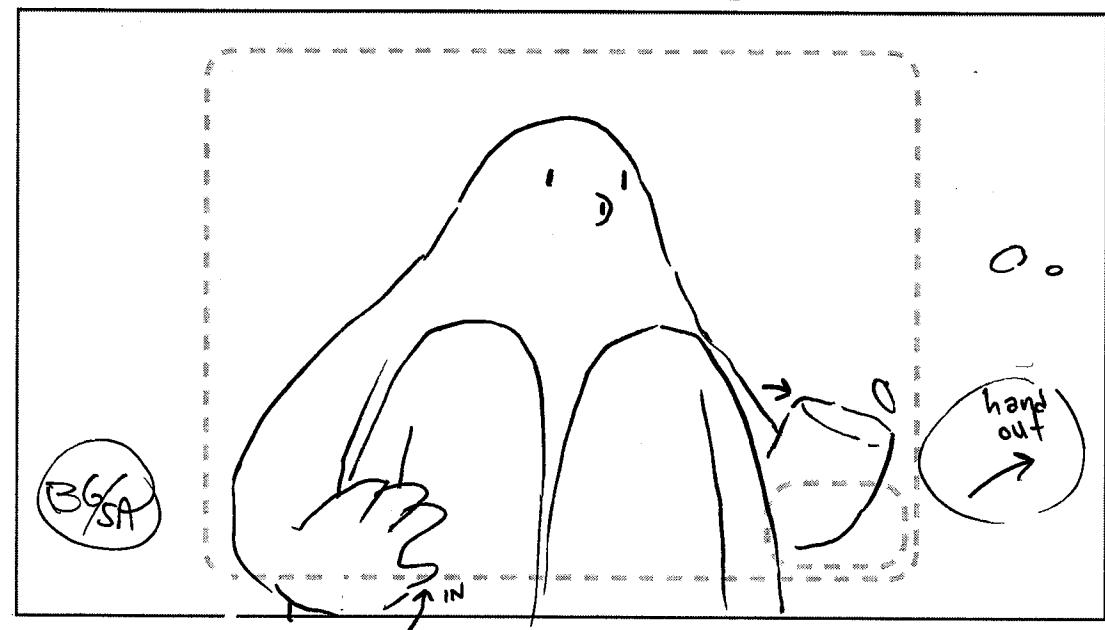
Sc. 88

Pnl.

D

Bg.

day night

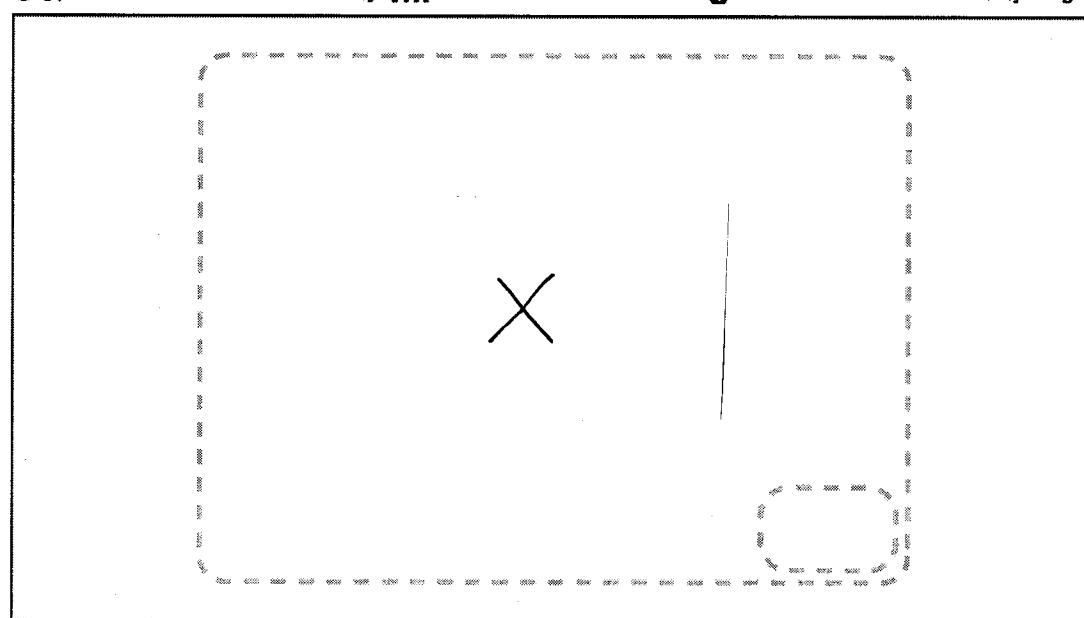


Sc.

Pnl.

Bg.

day night



Dialog:

Action: Puppet snaps off and flies offscreen

Timing:

EPISODE #

Production :

100863

139

Page 147

# ADVENTURE TIME



Page 148

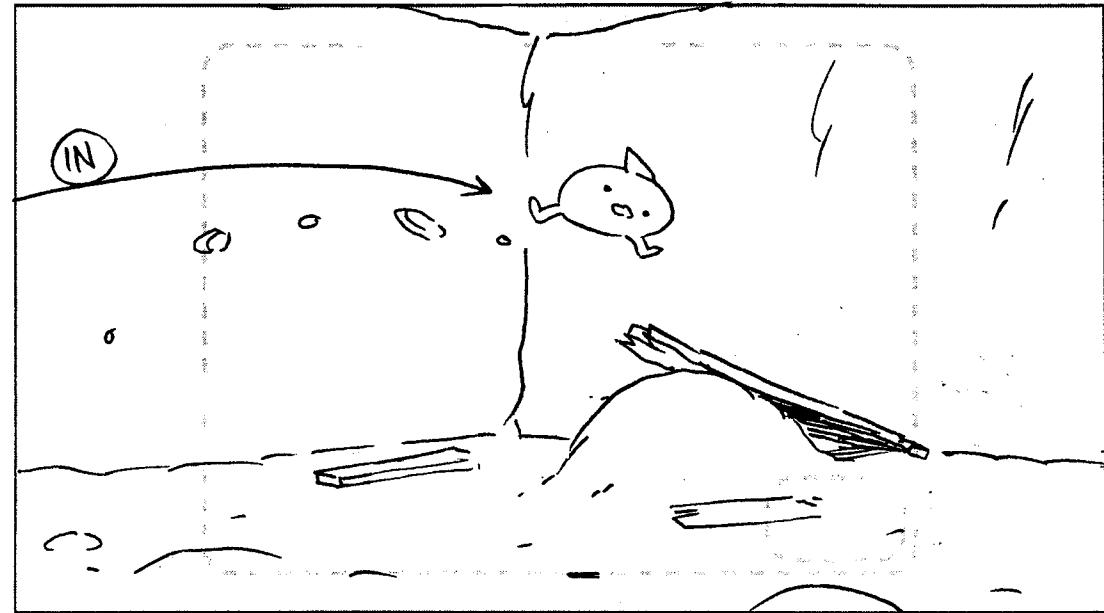
Sc.

89

Pnl. A

Bg.

day night



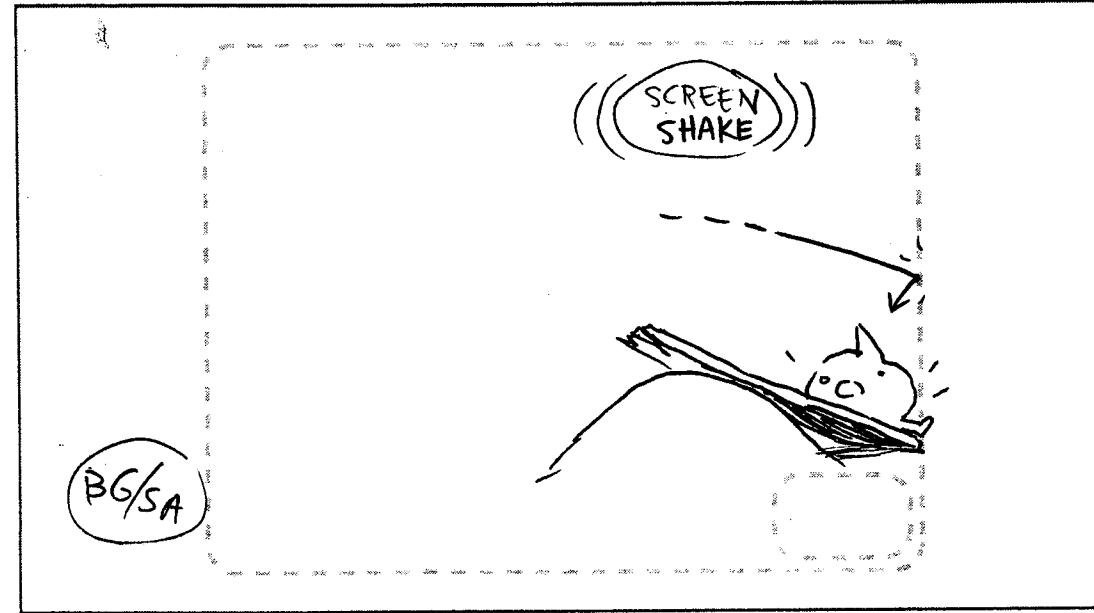
Sc.

89

Pnl. B

Bg.

day night



Dialog:

(SFX:) WHANG!

Action:

Screen shake as Puppet bounces off wall

Timing:

Production :

100863

148

# ADVENTURE TIME



Page 149

Sc.

~~90~~

Pnl.

A

Bg.

day night



Sc.

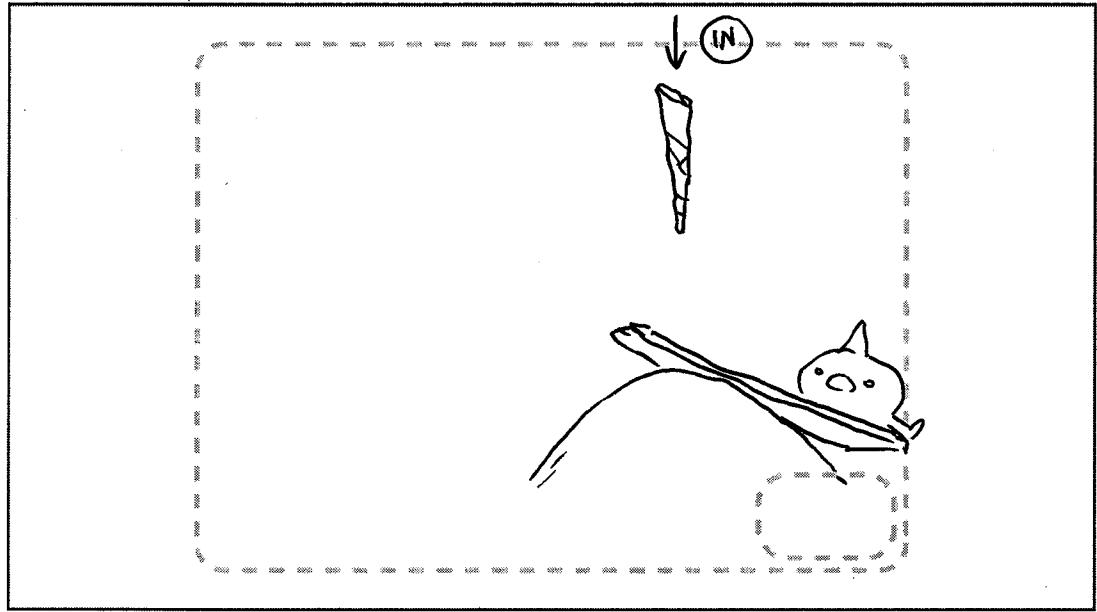
~~91~~

Pnl.

A

Bg.

day night



Dialog:

GOLEM: - AH! -

Action:

icicle falls onto board

Timing:

EPISODE # 100863

Production :

141

# ADVENTURE TIME



Page 156

Sc.

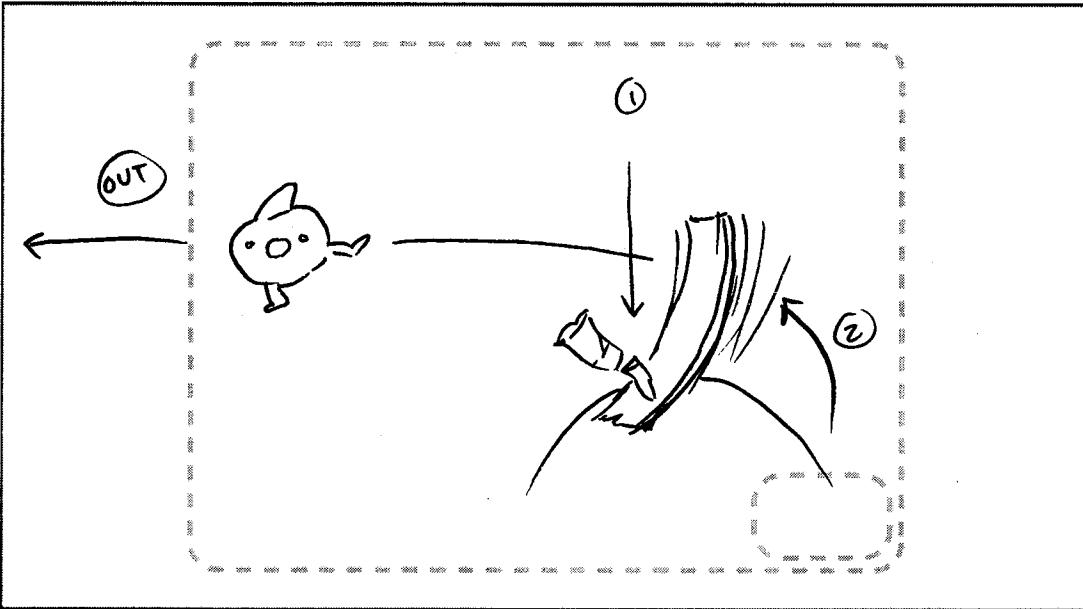
91

Pnl.

B

Bg.

day night



Sc.

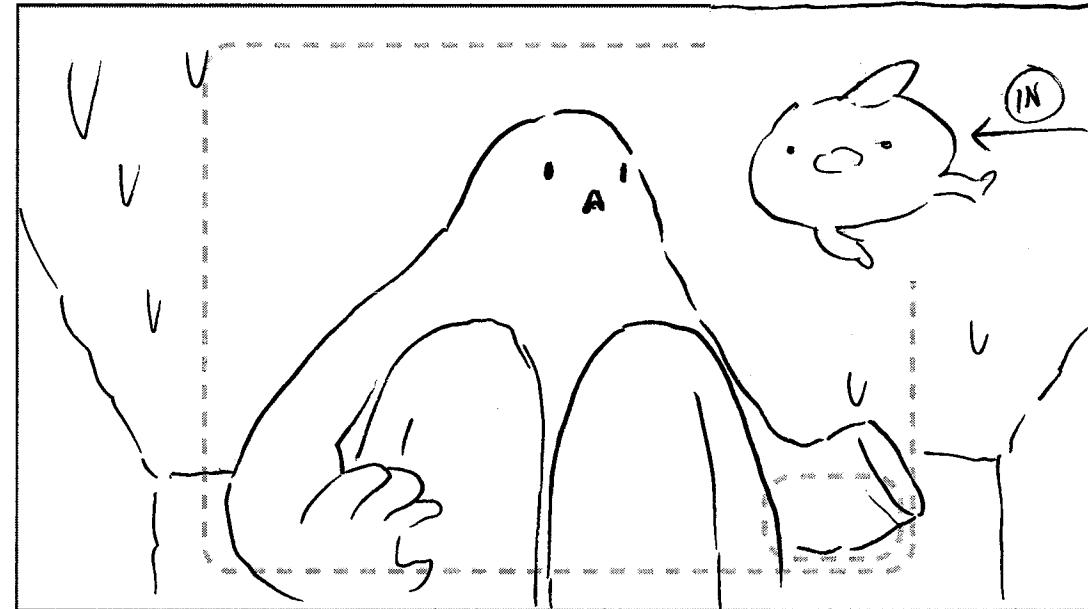
92

Pnl.

A

Ba.

day night



Dialog:

SFX: WHANG!

Action:

puppet shoots offscreen

Timing:

Production :

100863

142

# ADVENTURE TIME



Page 151

Sc.

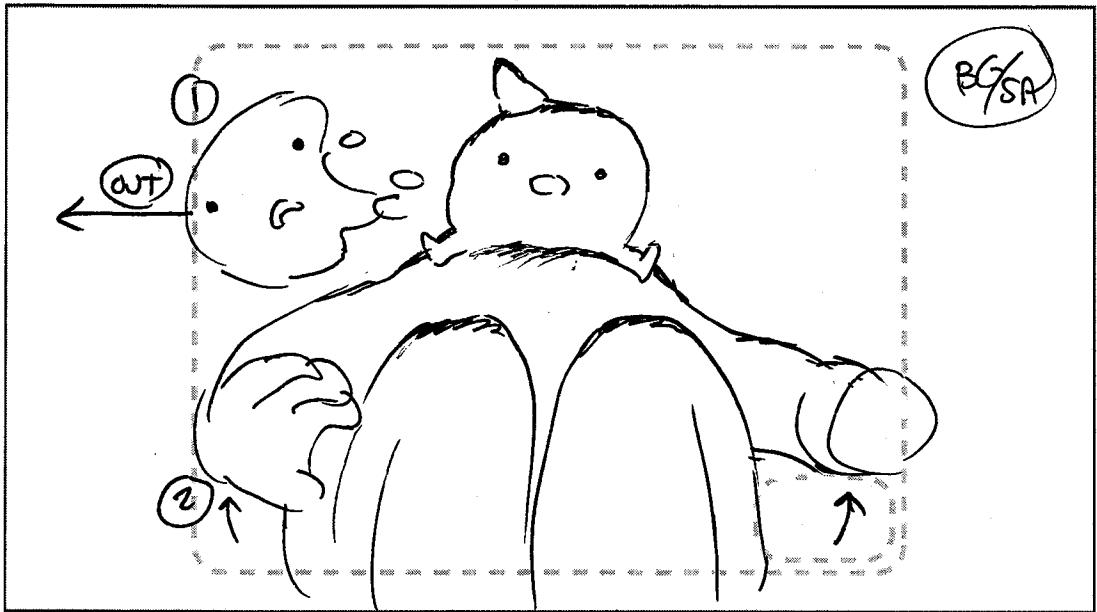
92

Pnl.

B

Bg.

day night



Sc.

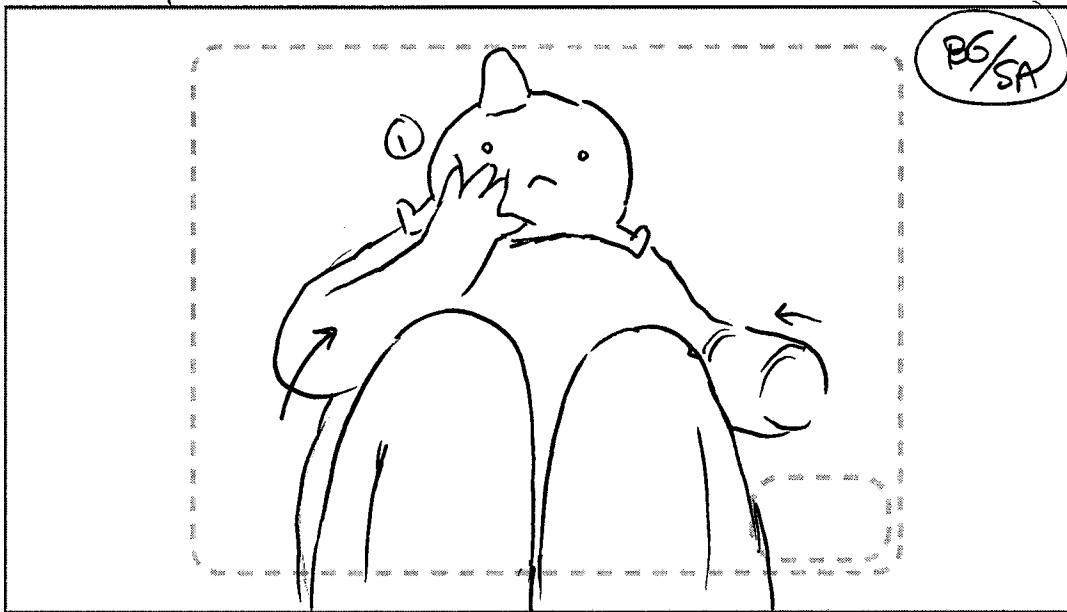
92

Pnl.

C

Bg.

day night



EPISODE # 100863

EPISODE #

143

Dialog:

Action: Puppet knocks off golem's head

Golem feels face inquisitively

Timing:



Production :

# ADVENTURE TIME



Page 152

Sc. 92

Pnl. D

Bg.

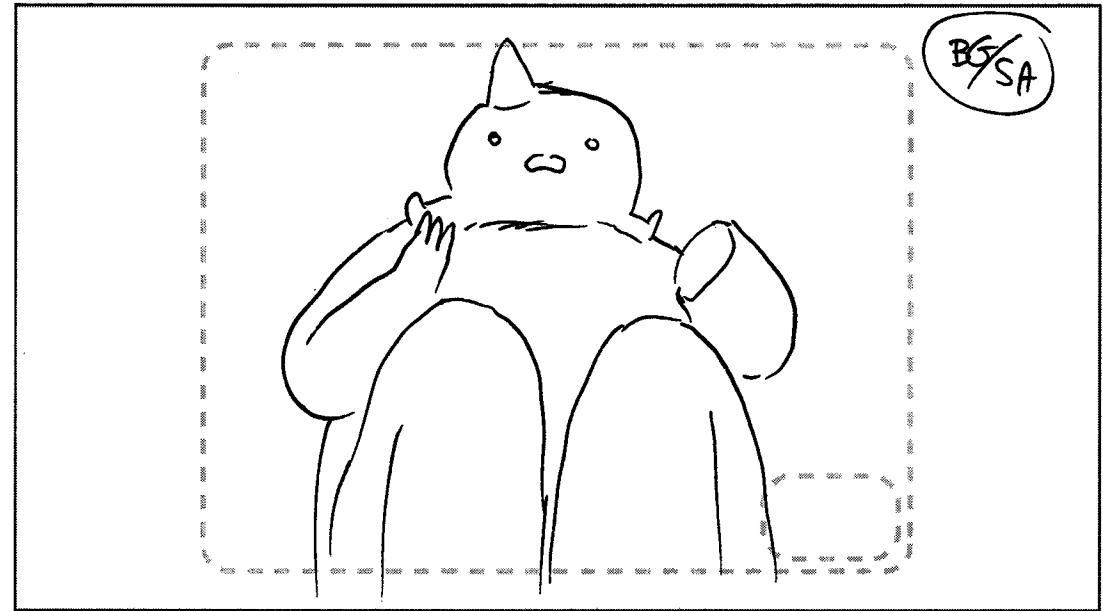
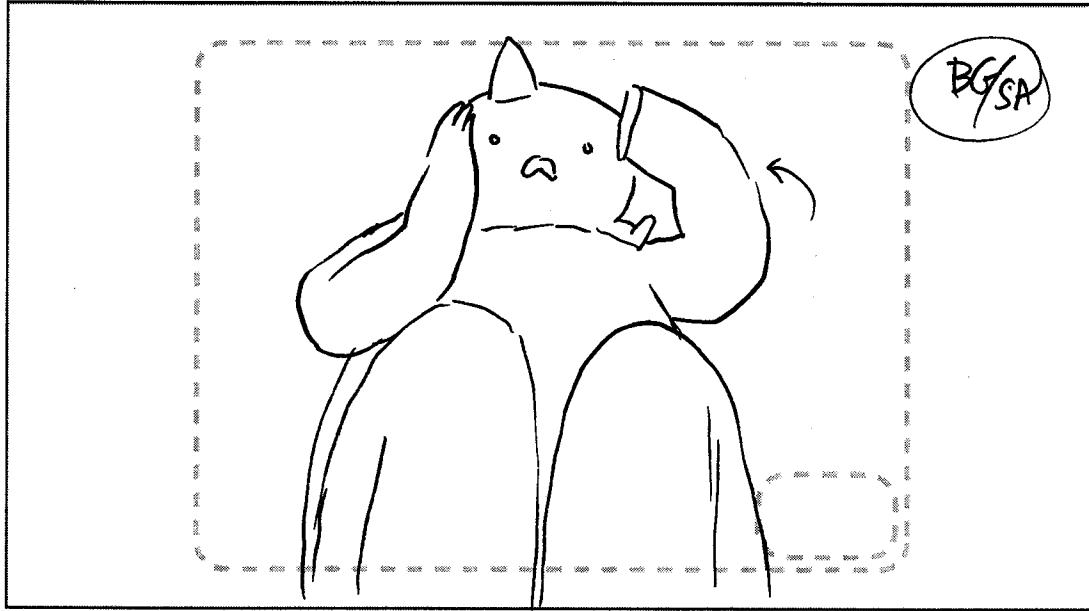
day night

Sc. 92

Pnl. E

Bg.

day night



EPISODE # 100863

Production :

Dialog:

(Golem) [HELIUM VOICE]: bwah?

(Golem) [HELIUM VOICE]: bwah nyah gah?

144

Action:

Golem realizes his head has been replaced

Timing:

# ADVENTURE TIME



Page 153

Sc. 93

Pnl. A

Bg.

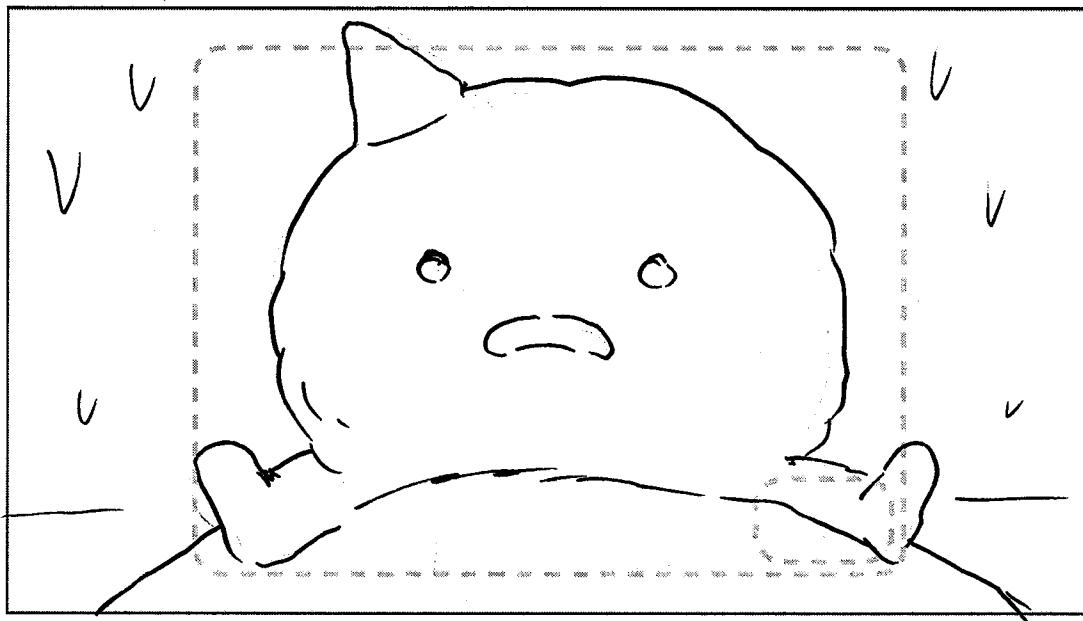
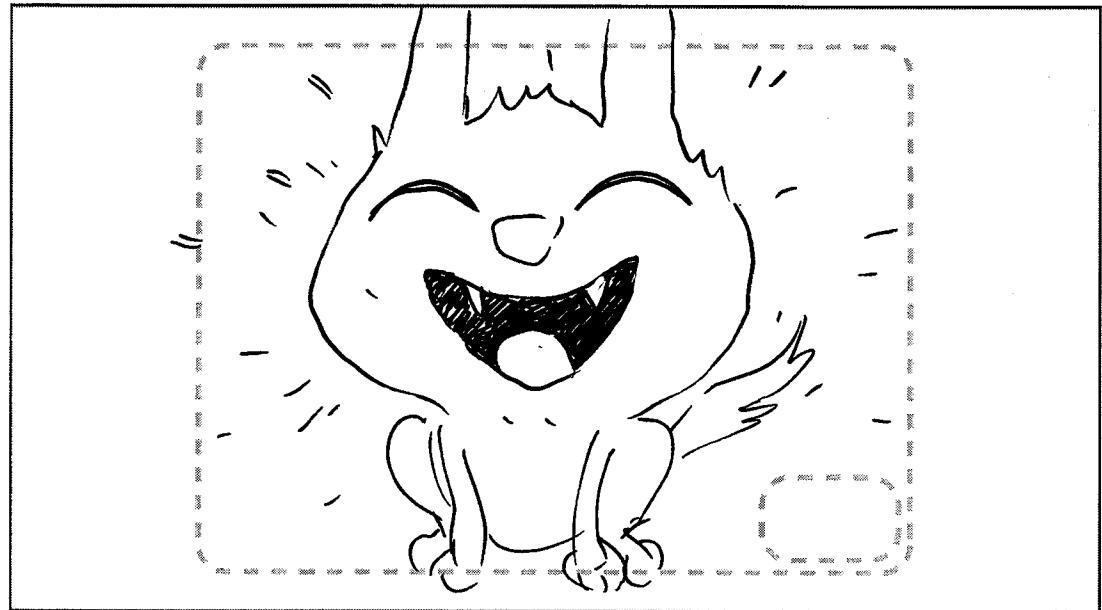
day night

Sc. 94

Pnl. A

Bg.

day night



EPISODE # 100863

145

Dialog:

(PUP): YIP YIP YIP YIP !!!

Action:

Pup barks happily - sparks come off him

Timing:

Production :

# ADVENTURE TIME



Page 154

Sc.

94

Pnl.

B

Bg.

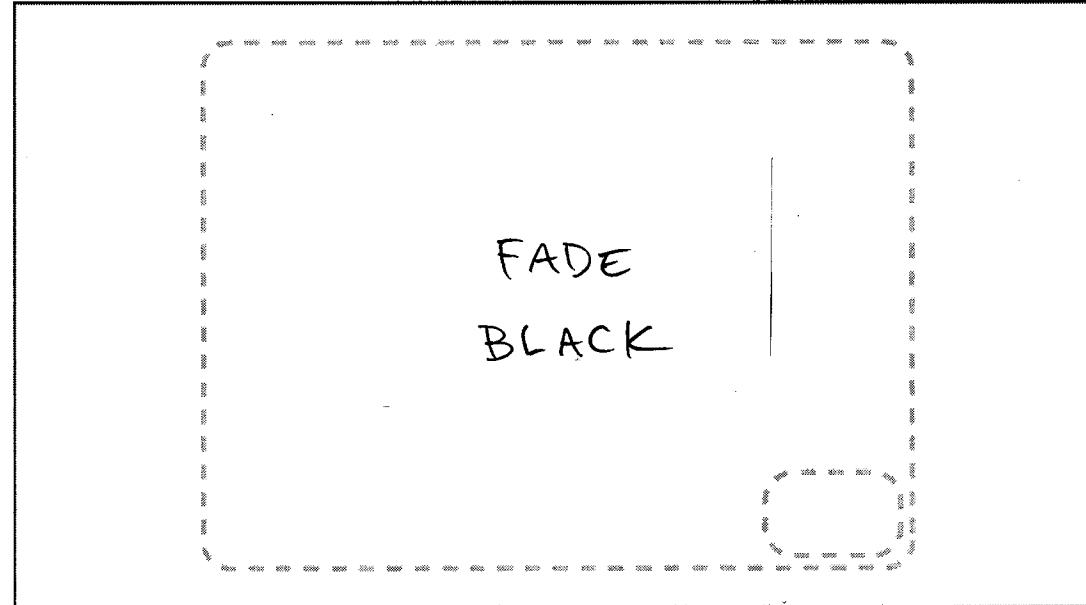
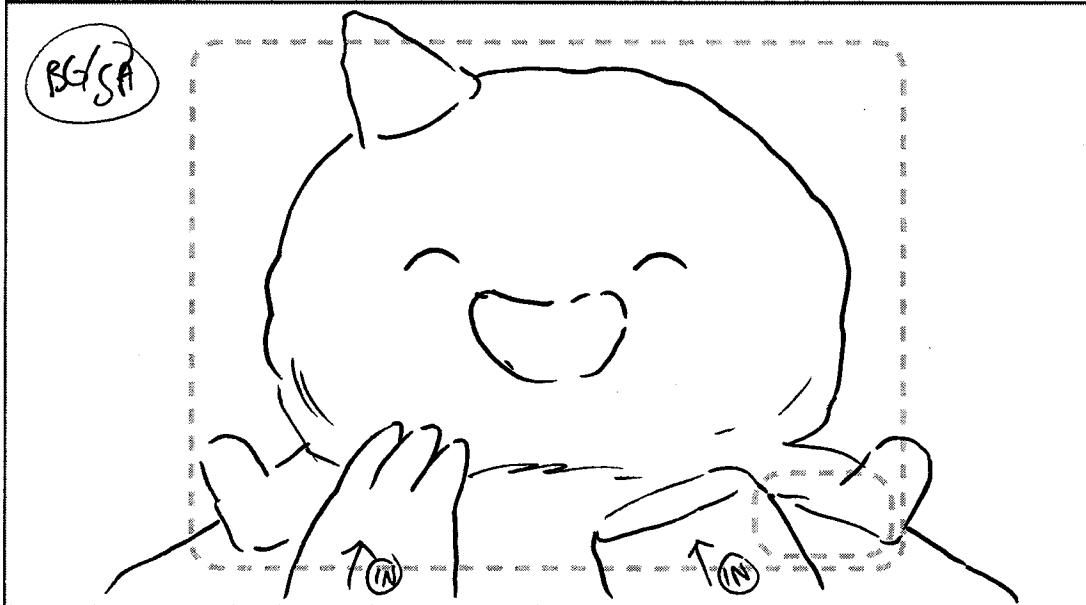
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(GOLEM) [HELIUM voice]: ha ha ha ha ha!

146

Action:

Timing:

Production :

100863

EPISODE #

# ADVENTURE TIME



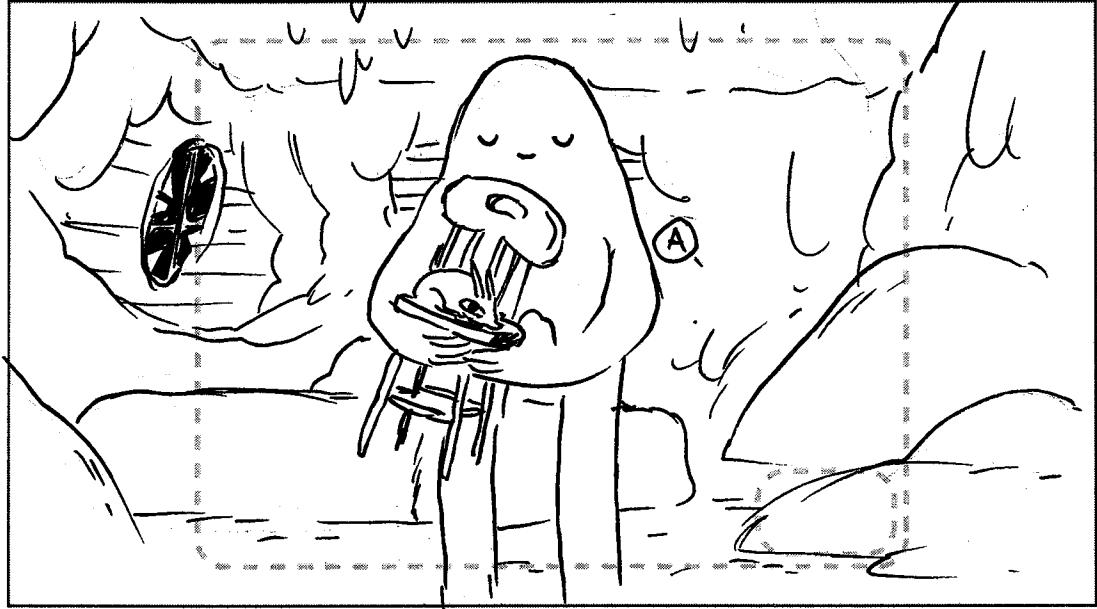
Page 155

Sc. 95

Pnl. A

Bg.

day night



Sc. 96

Pnl. A

Bg.

day night



EPISODE # 100863

147

Dialog:

(GOLEM): (humming lullaby): mm. mn mmm  
mn mmm mn

(GOLEM): \*still humming\*

Action:

(A B) (A B)

Golem rocks Pup as  
he hums lullaby

Timing:



(A B) (A)

Production :

# ADVENTURE TIME



Page 156

Sc.

96

Pnl.

B

Bg.

day night

Sc.

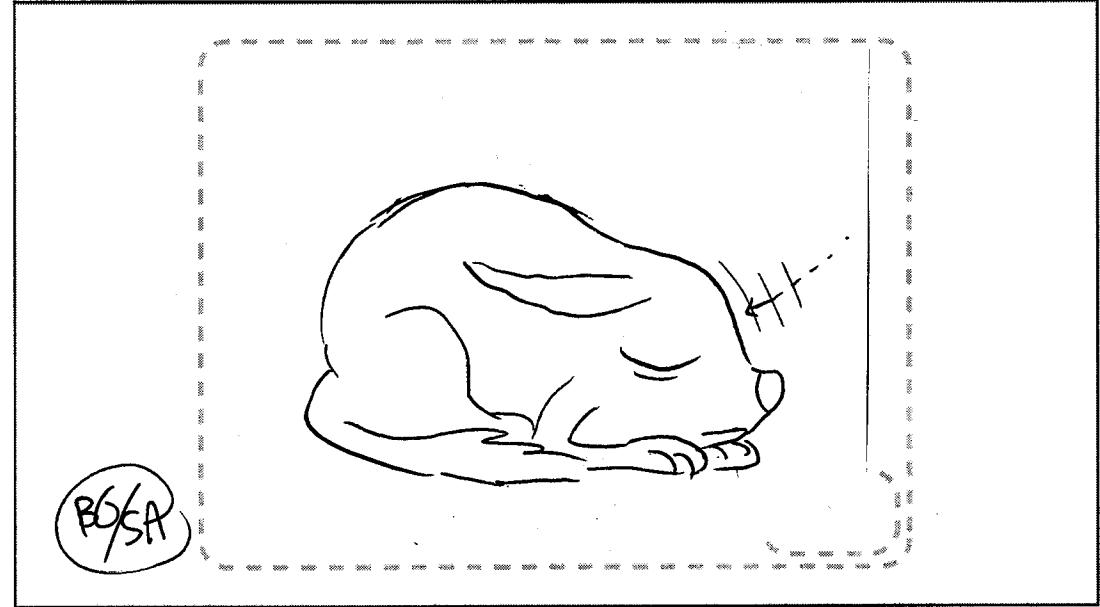
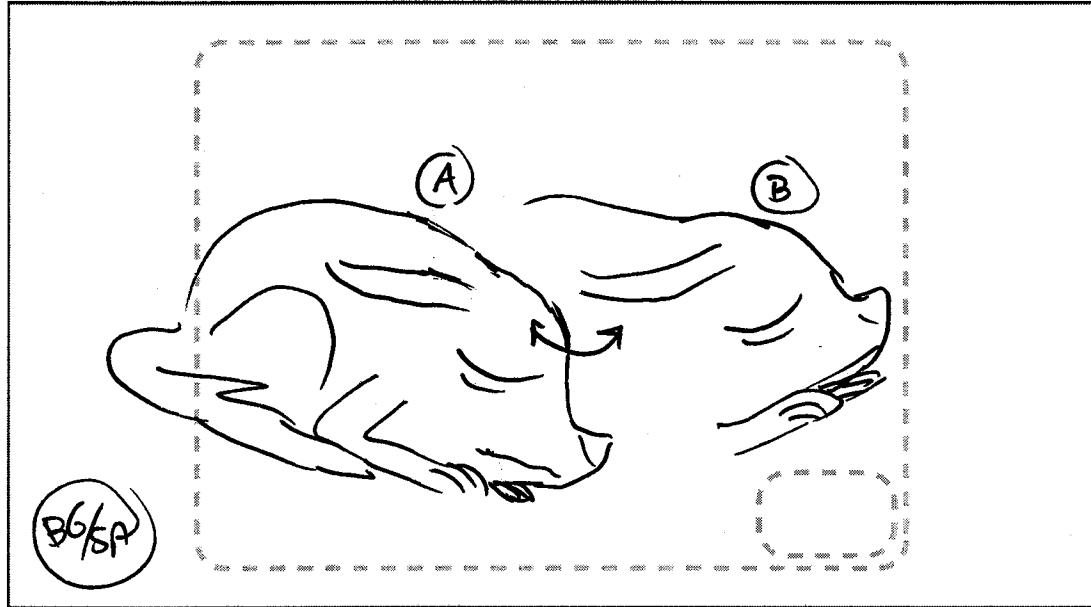
96

Pnl.

C

Bg.

day night



Dialog:

Golem: \* still humming \*

Golem: \* humming fades \*

Action:

(A)(B)(A)(B)

rocking slows to a stop

Timing:

148

Production :

100863

# ADVENTURE TIME



Page 157

Sc.

96

Pnl. D

Bg.

day night

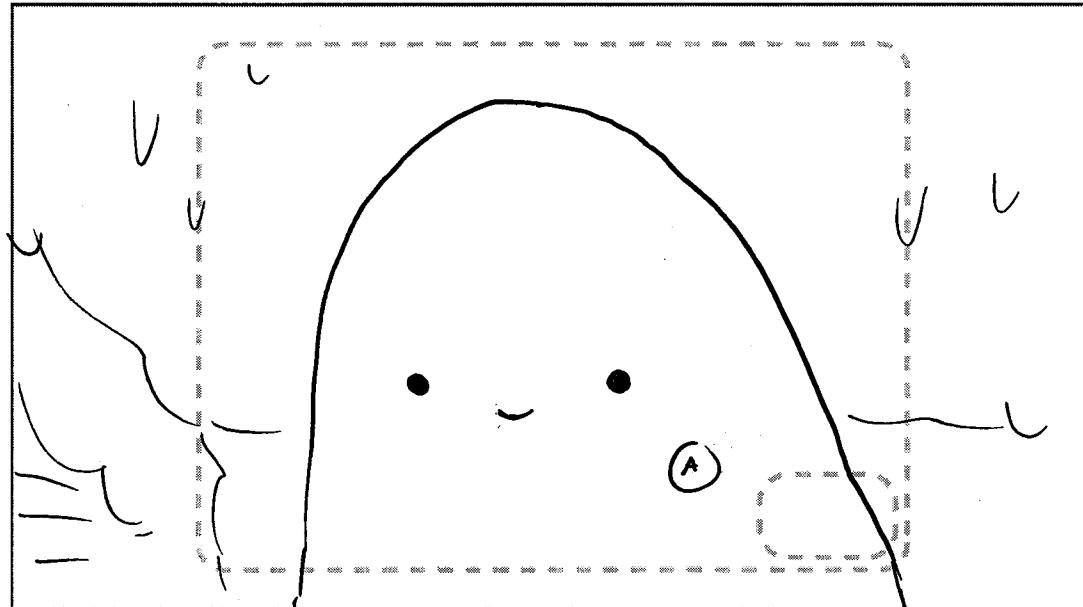
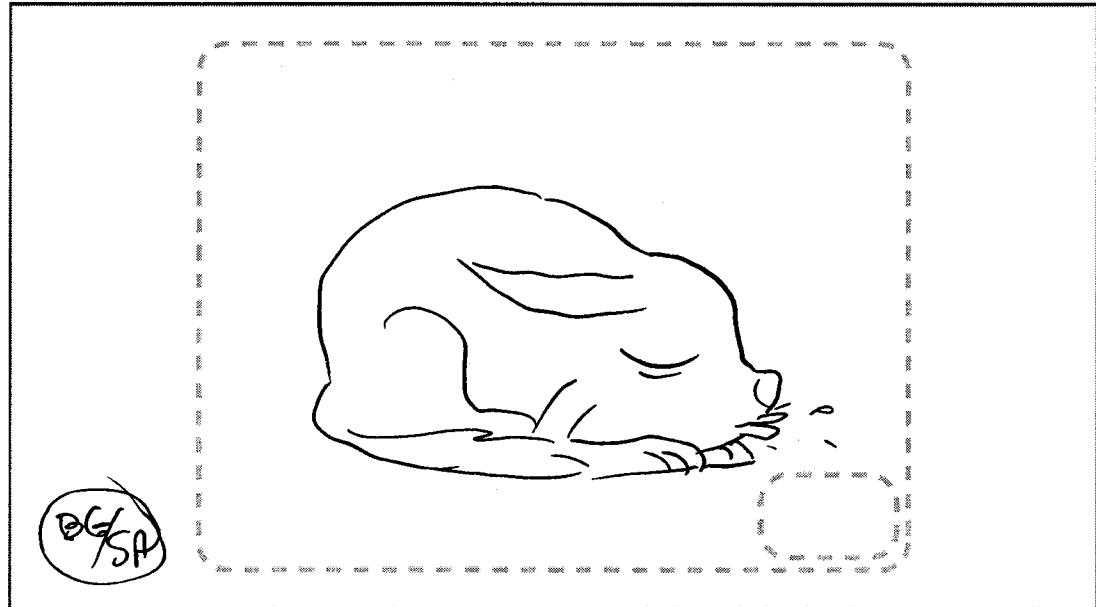
Sc.

97

Pnl. A

Bg.

day night



## Dialog:

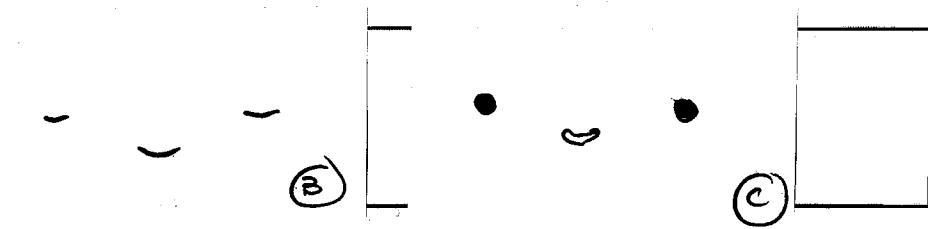
(PUP: sp b b pf

GOLEM: Ah.

**Action:**

- ① - Golem blinks twice (A B A B A)
- ② - Golem speaks (C)

### Timing:



EPISODE # 100863

## Production :

# ADVENTURE TIME



Page 158

Sc. 98

Pnl.

~~B~~ A

Bg.

day night

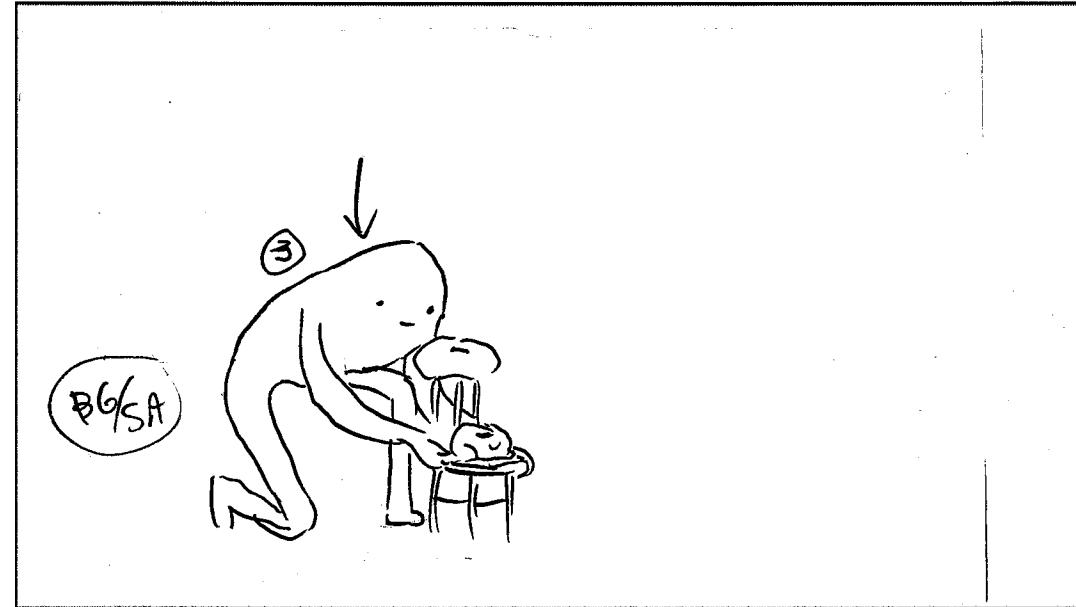
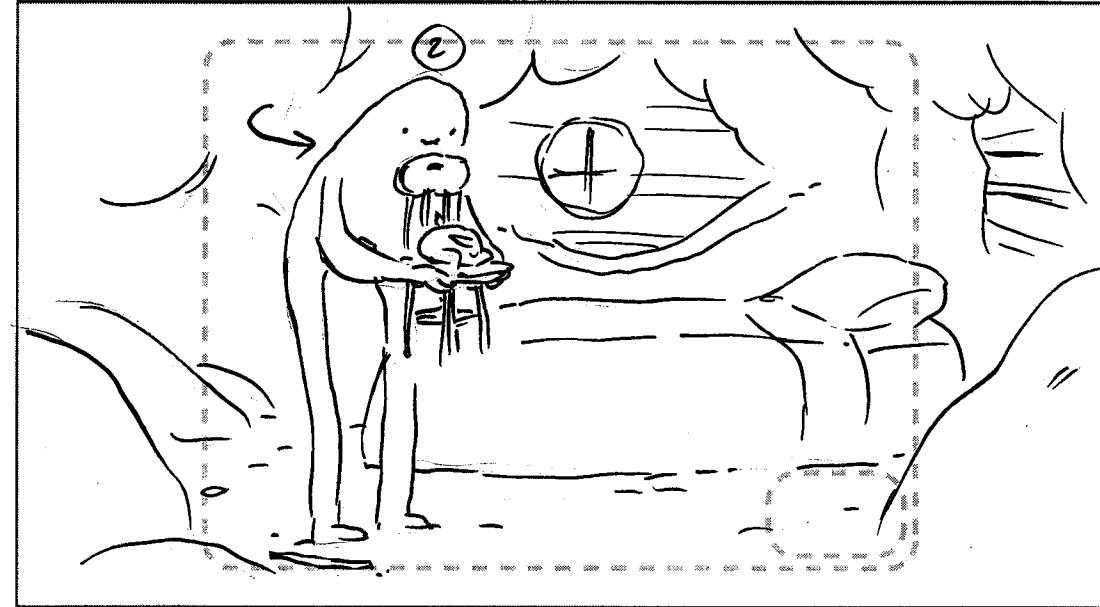
Sc. 98

Pnl.

B

Bg.

day night



EPISODE # 100863

150

Dialog:

Action:

Timing:



Production :

# ADVENTURE TIME



Page 159

Sc. 98

Pnl. C

Bg.

day night

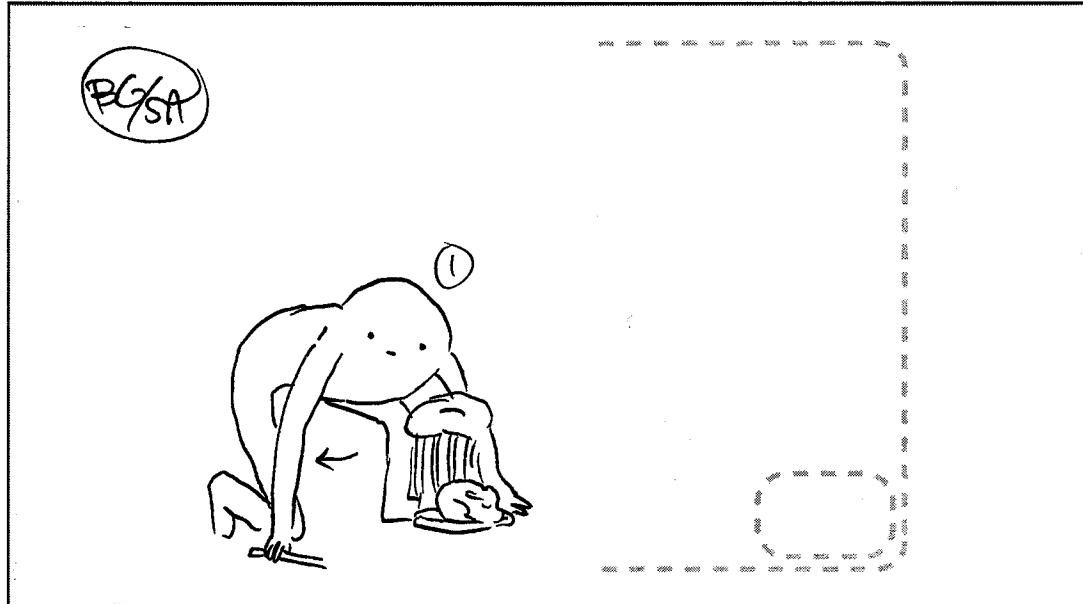
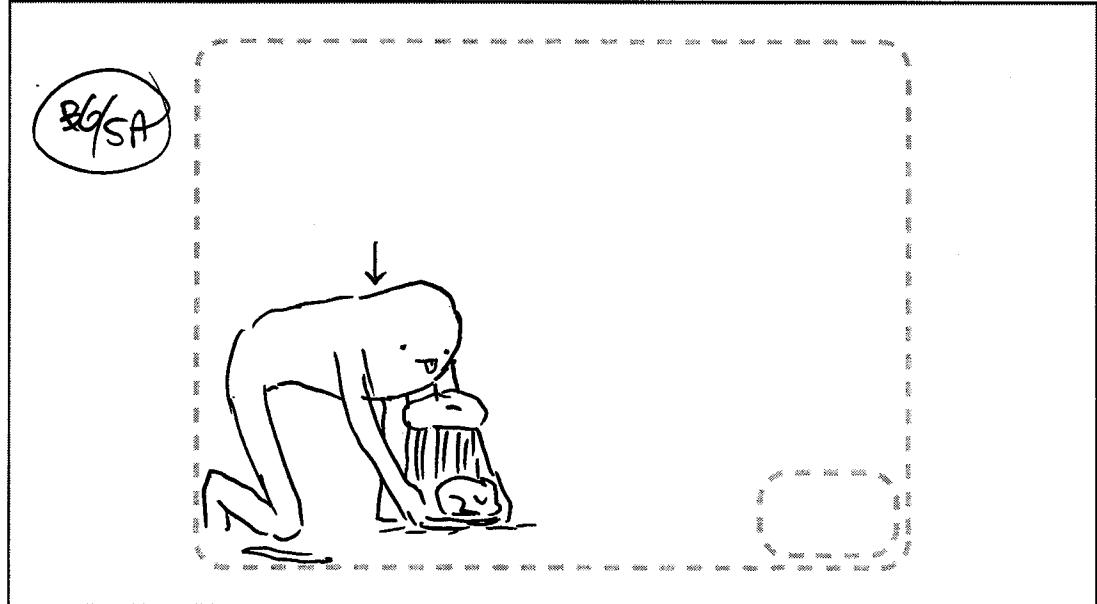
Sc. 98

Pnl.

P

Bg.

day night



Dialog:

SFX: \* SQUISH \*

Action:

Golem squishes chair into floor

Golem picks up stick

Timing:

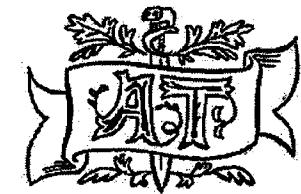


Production :

100863

157

# ADVENTURE TIME



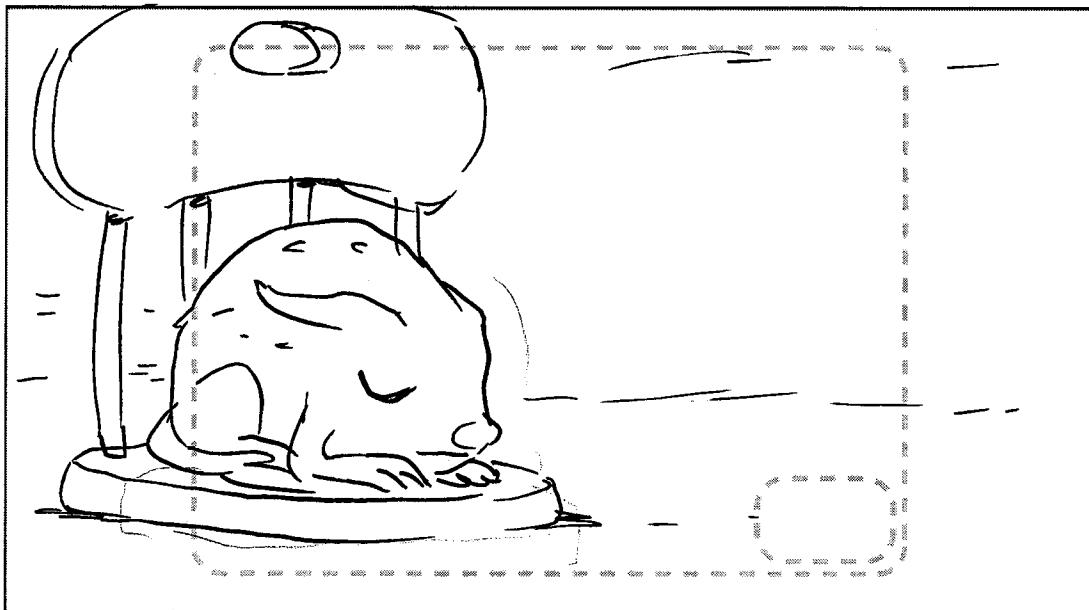
Page 160

Sc. 99

Pnl. A

Bg.

day night

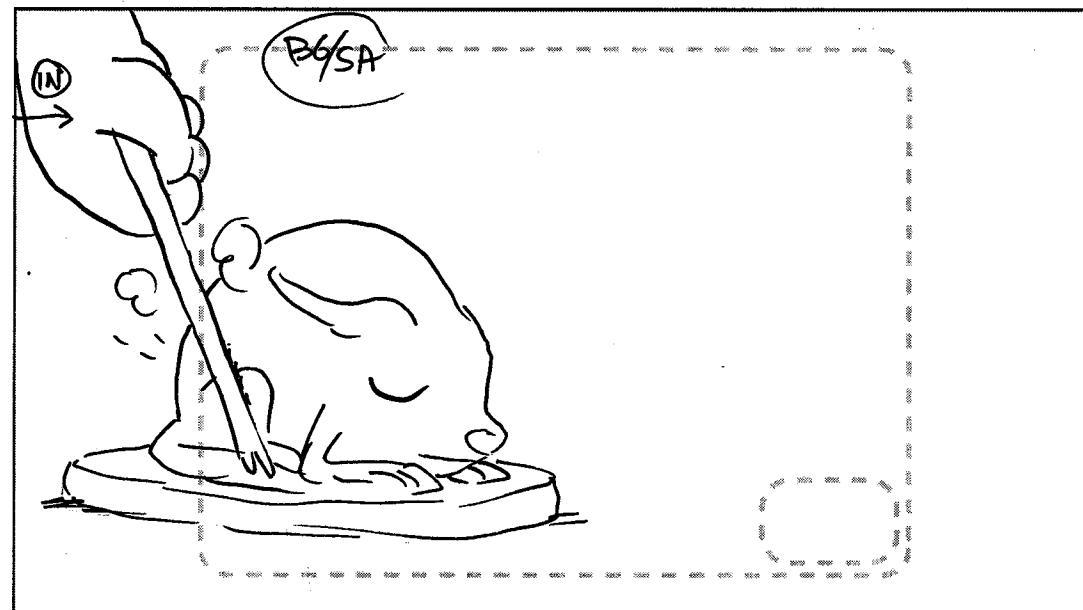


Sc. 99

Pnl. B

Bg.

day night



Dialog:

SFX: tsss

Action:

Golem gently slides pup off chair

Timing:

100863

EPISODE #

Production :

157

# ADVENTURE TIME



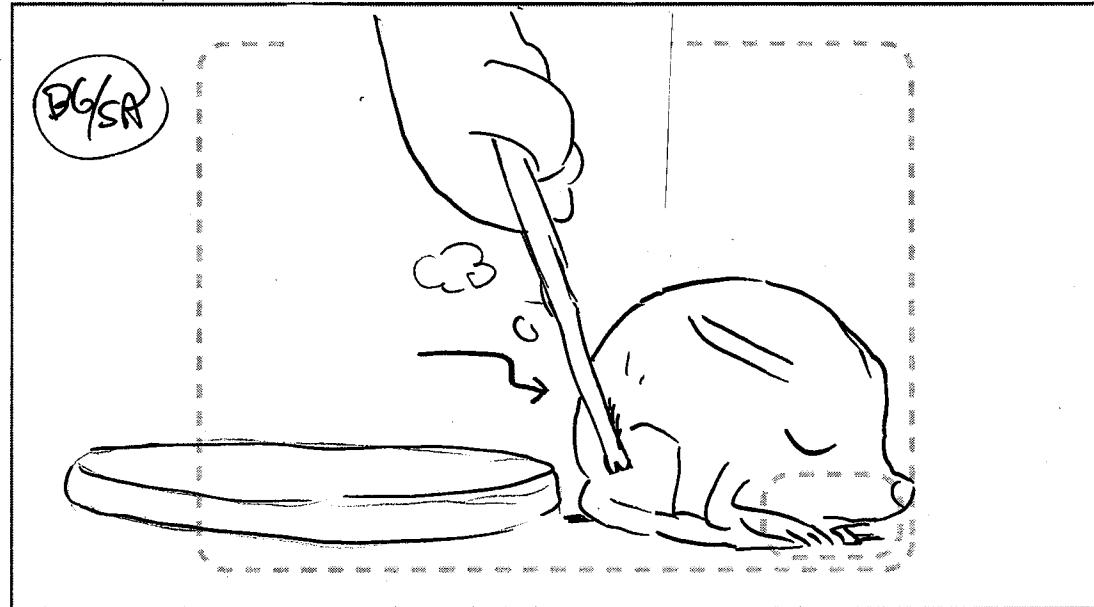
Page 161

Sc. 99

Pnl. C

Bg.

day night

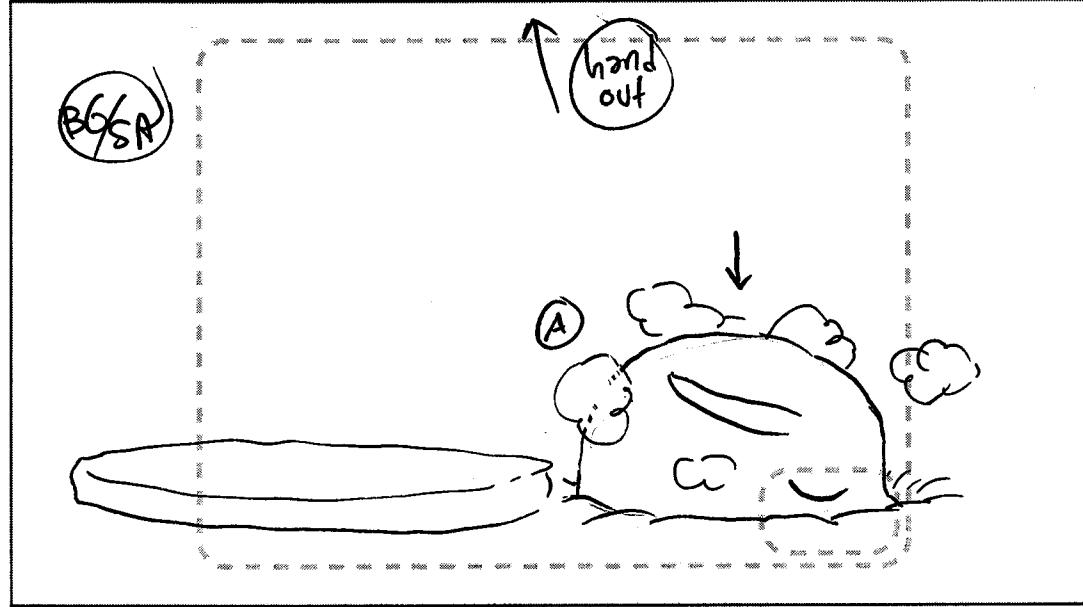


Sc. 99

Pnl. D

Bg.

day night



Dialog:

SFX: fssss

SFX: sssssssss

Action:

Pup melts and sinks down  
into snow.



Timing:

EPISODE # 100363

Production :

158

# ADVENTURE TIME



Page 162

Sc.

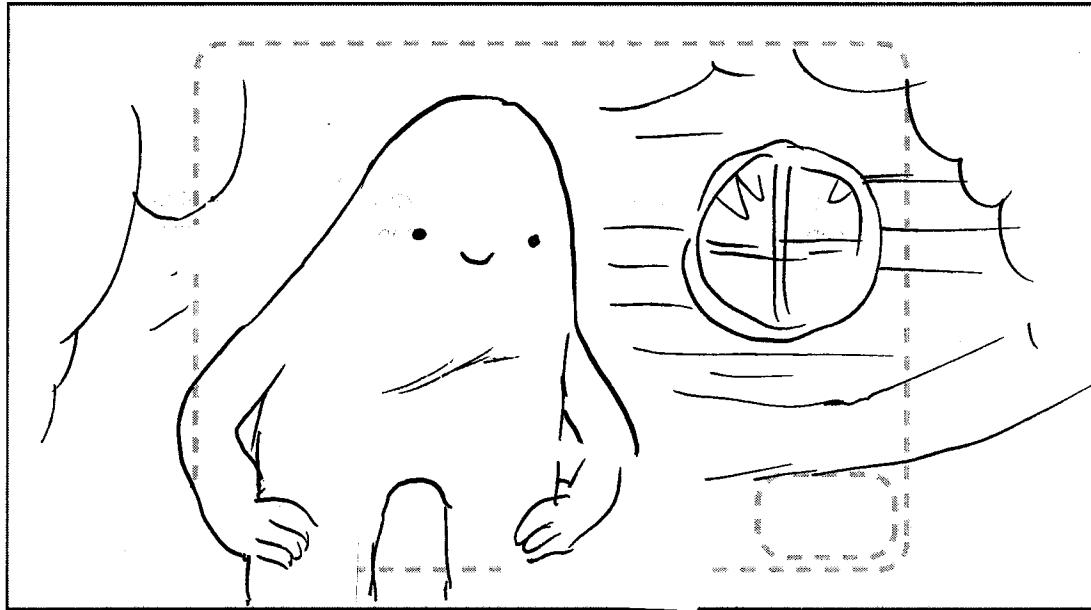
100

Pnl.

A

Bg.

day night



Sc.

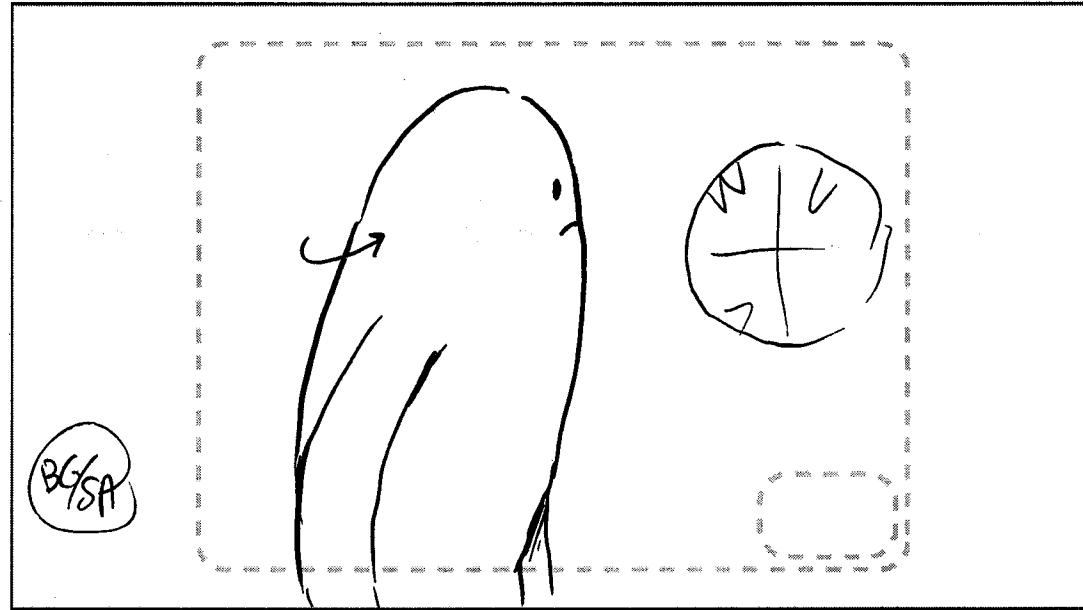
100

Pnl.

B

Bg.

day night



Dialog:

(WOLVES) O.S. \* Howling \*

\* how how \*

Action:

Golem hears howling and looks out window.

Timing:

EPISODE # 100863

Production :

159

# ADVENTURE TIME



Page 163

Sc. 100

Pnl. C

Bg.

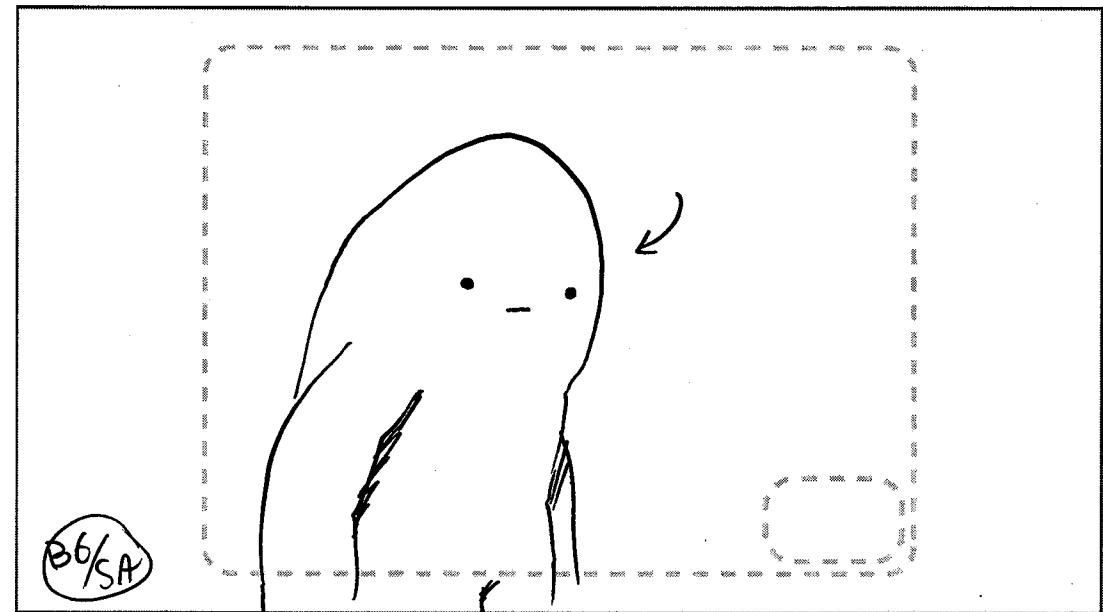
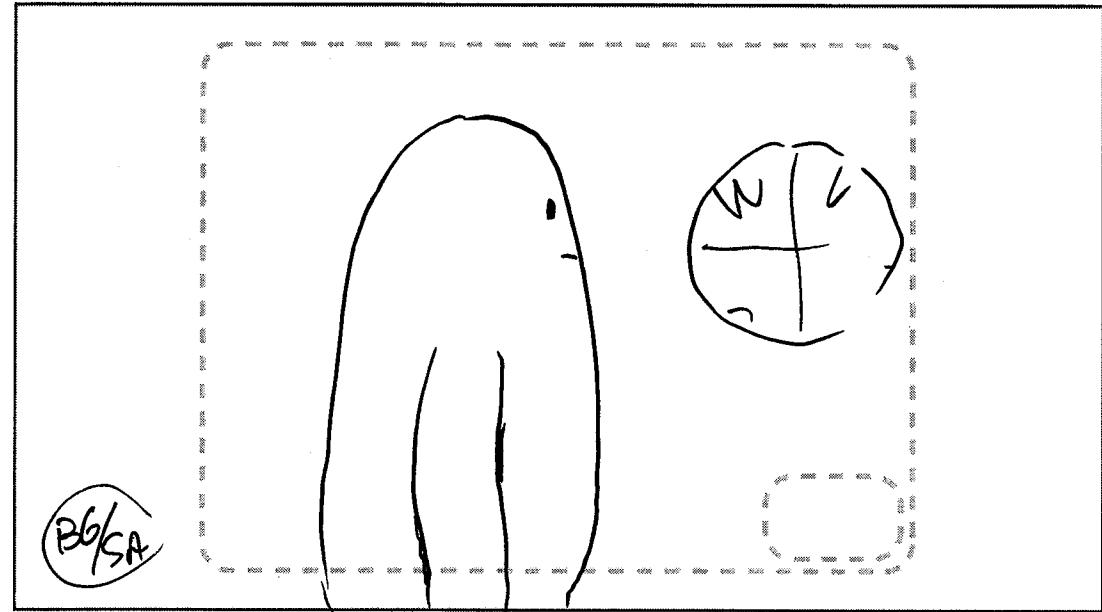
day night

Sc. 100

Pnl. D

Bg.

day night



Dialog:

A. (WOLVES) (O.S.) \* HOWL \*

B. (PUP) (O.S.) \* whimper \*

Action:

Golem looks down at Pup

Timing:

EPISODE # 100863

160

Production :

# ADVENTURE TIME



Page 164

Sc.

161

Pnl. A

Bg.

day night

2-

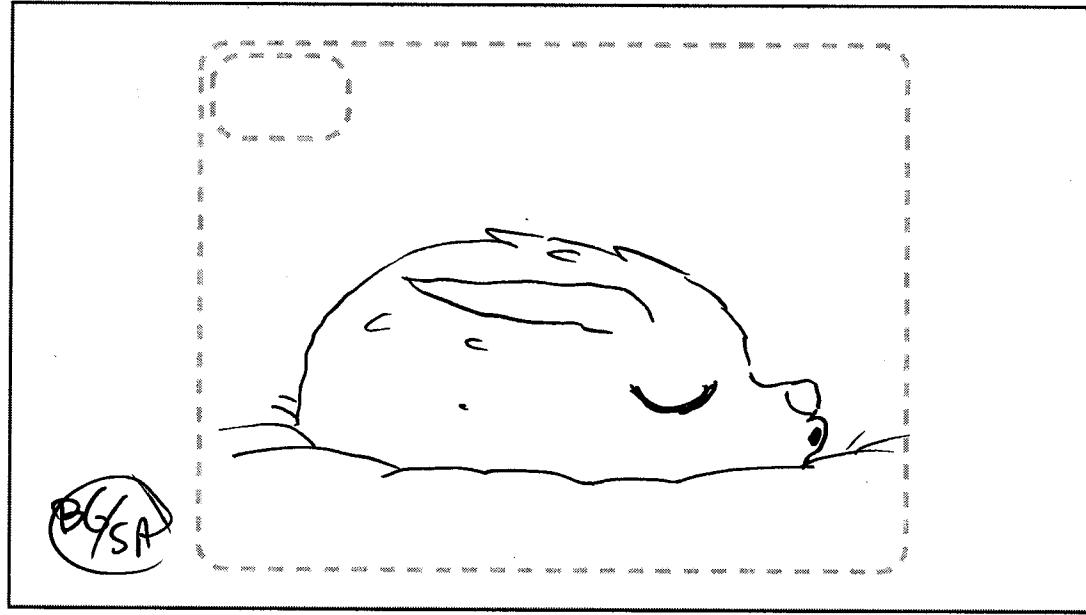
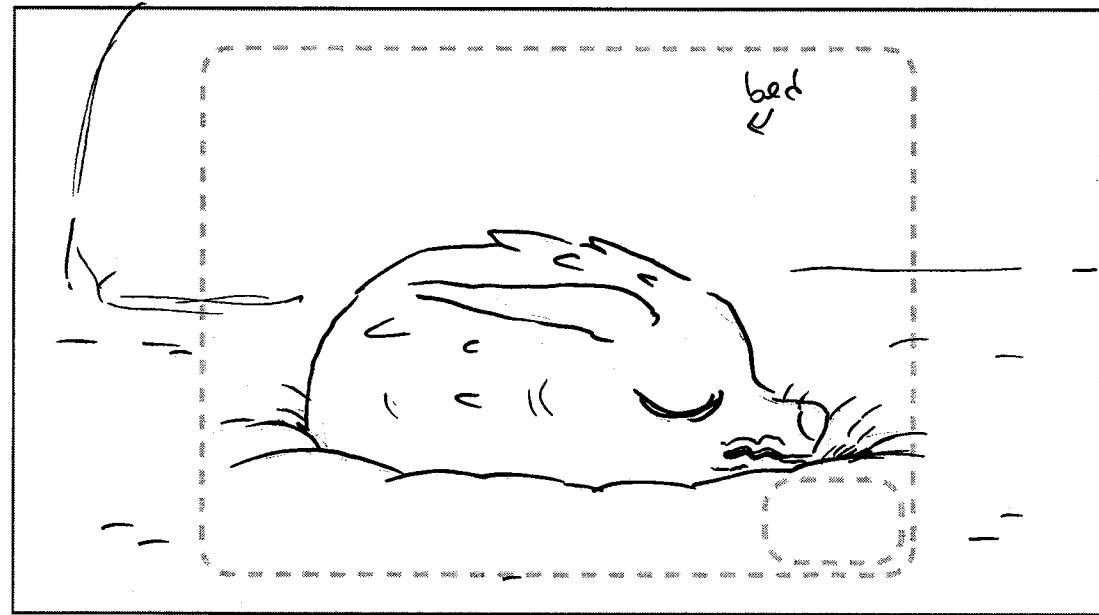
101

Pnl

B

Bg.

day night



Dialog:

(PUP: \*whimper whimper\*

(PUP: (whispery) ooooo

Action:

Timing:

EPISODE #

100863

161

Production :

# ADVENTURE TIME



Page 165

Sc.

101

Pnl.

C

Bg.

day night

C

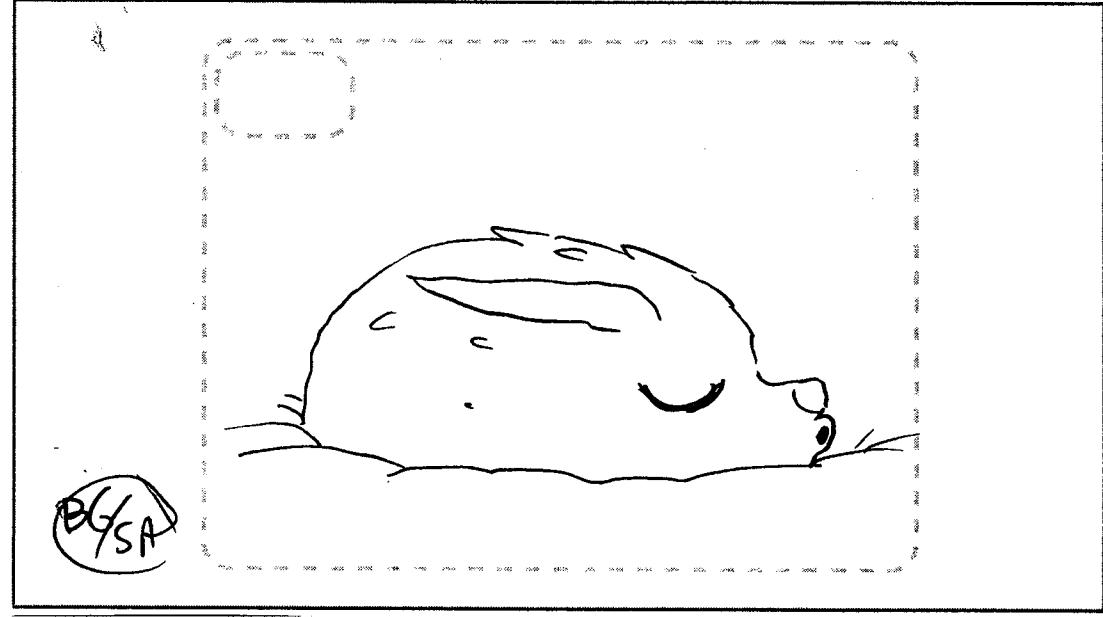
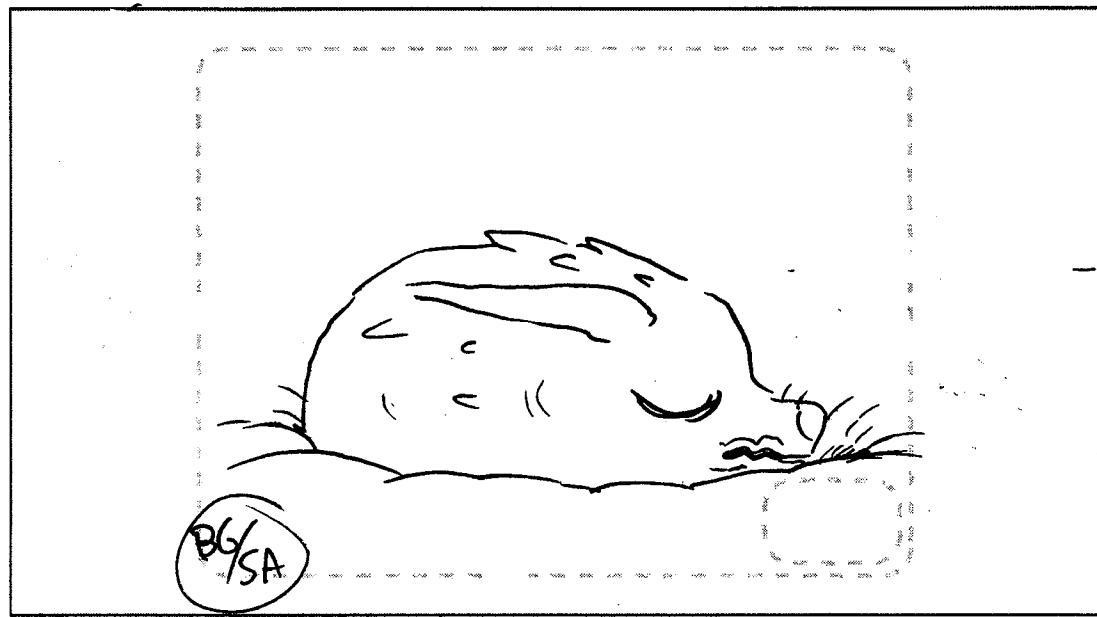
101

Pnl

D

Ba.

day night



Dialog:

(PUP: \*whimper whimper\*

(PUP: (whispery) oo

Action:

Timing:

EPISODE # 100863

161  
162

Production :

# ADVENTURE TIME



Page 166

Sc.

102

Pnl.

A

Bg.

day night

Sc.

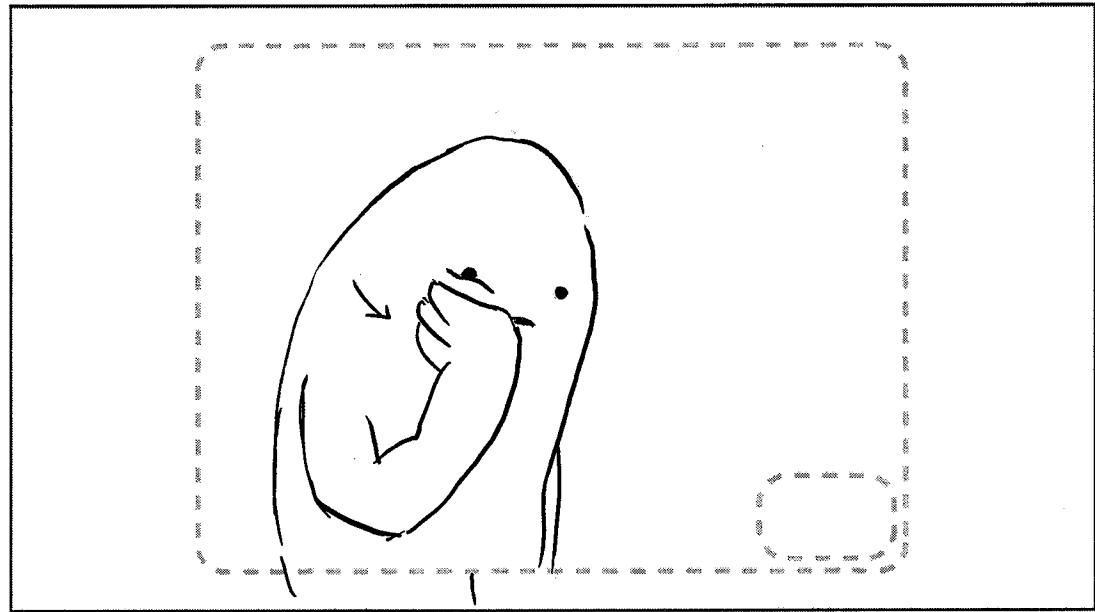
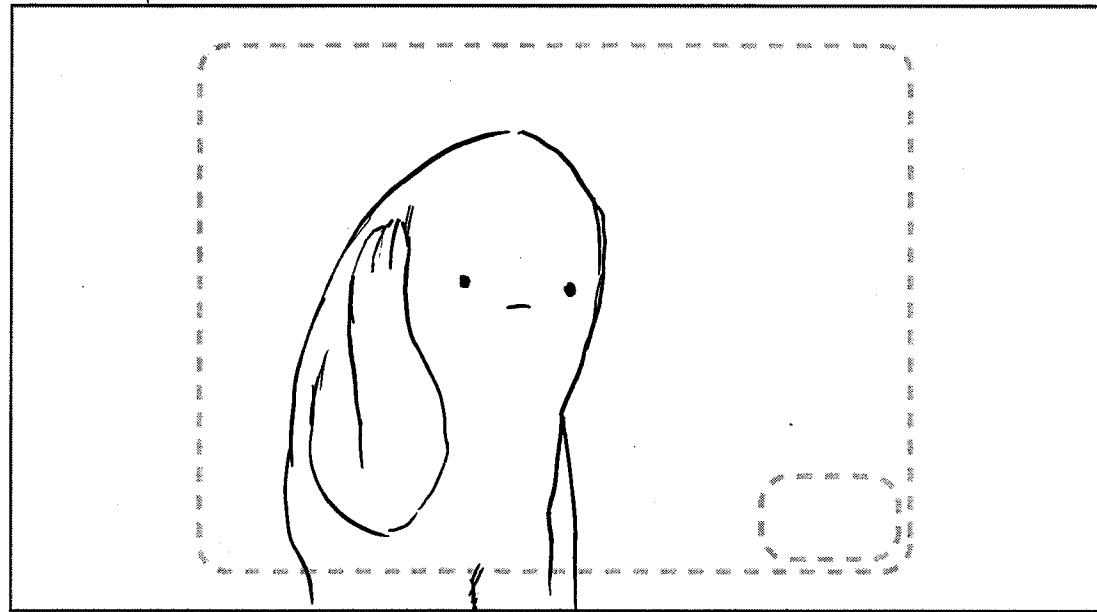
102

Pnl.

B

Bg.

day night



Dialog:

A. **WOLVES** (O.S.) \* HOWL \*

} overlap

B. **PUP** (G.S.) ooo

**Golem:** \* sigh \*

Action:

Timing:

EPISODE # 100863

Production :

16

# ADVENTURE TIME



Page 167

Sc. 103

Pnl. A

Bg.

day night

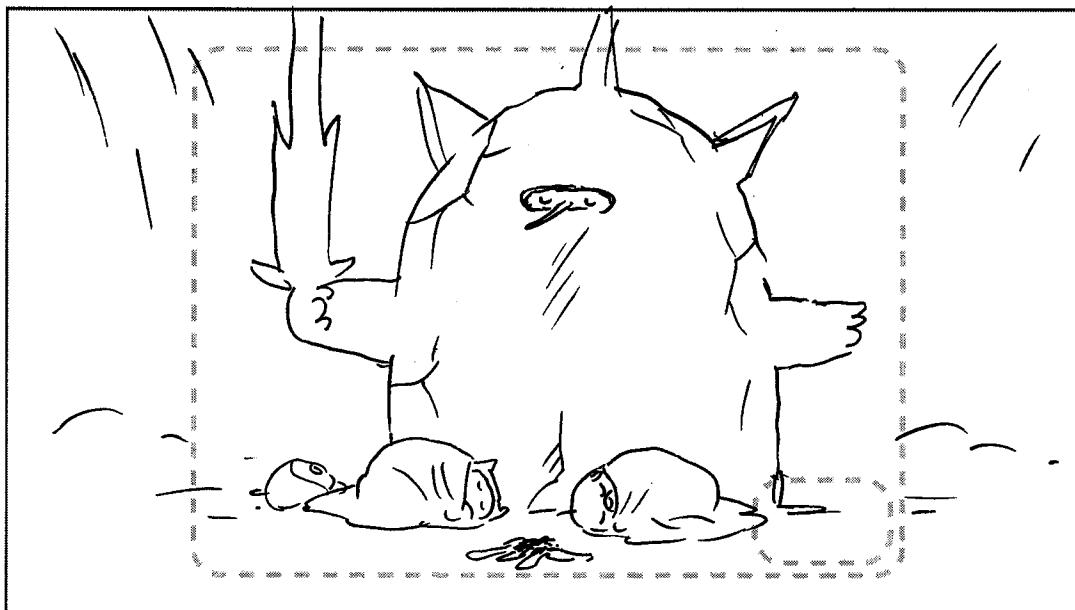


Sc. 103 4

Pnl. A

Bg.

day night



Dialog:

SFX: snoring?

WOLVES: (S.S.) \* Howl \*

Action:

Timing:

100863

EPISODE #

Production :

160

# ADVENTURE TIME



Page 168

Sc. 105

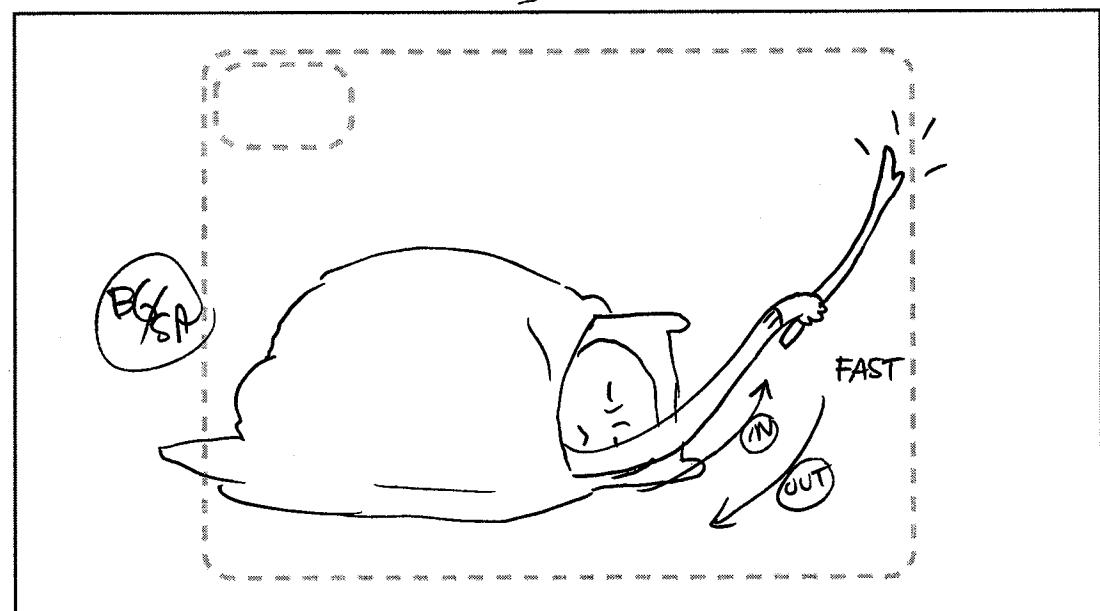
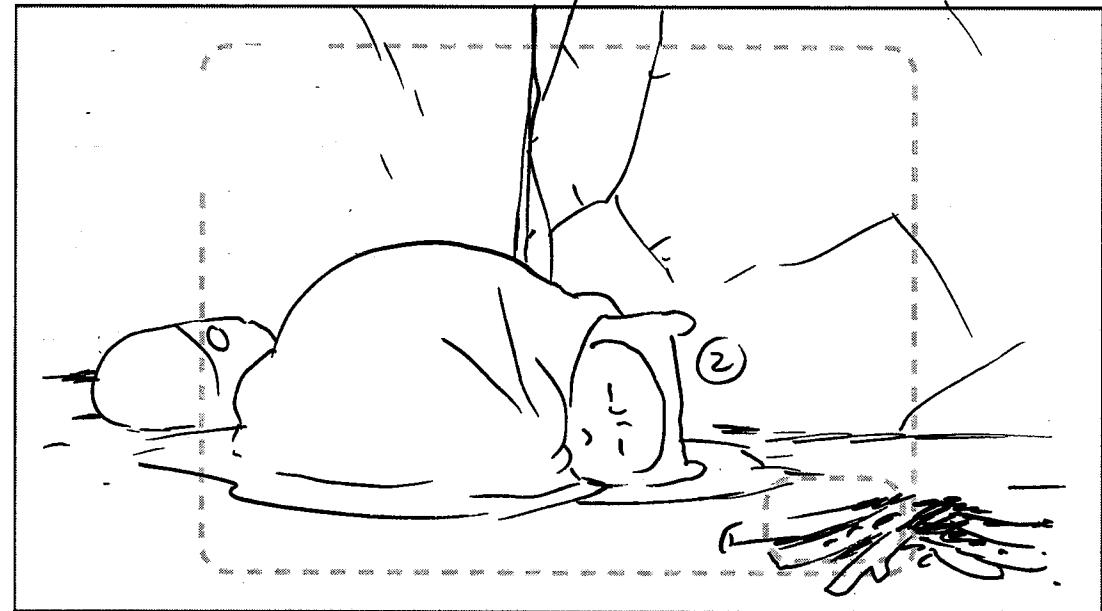
Pnl. A Bg.

day night

Sc. 105

Pnl. B Bg.

day night



Dialog:

F: (2) nn mnn  
(anxious)

SFX: BIP

Action:



VERY FAST — Finn hits ice king with stick,  
then pulls arm back under blanket.

Timing:

100863

EPISODE #

165

Production :

# ADVENTURE TIME



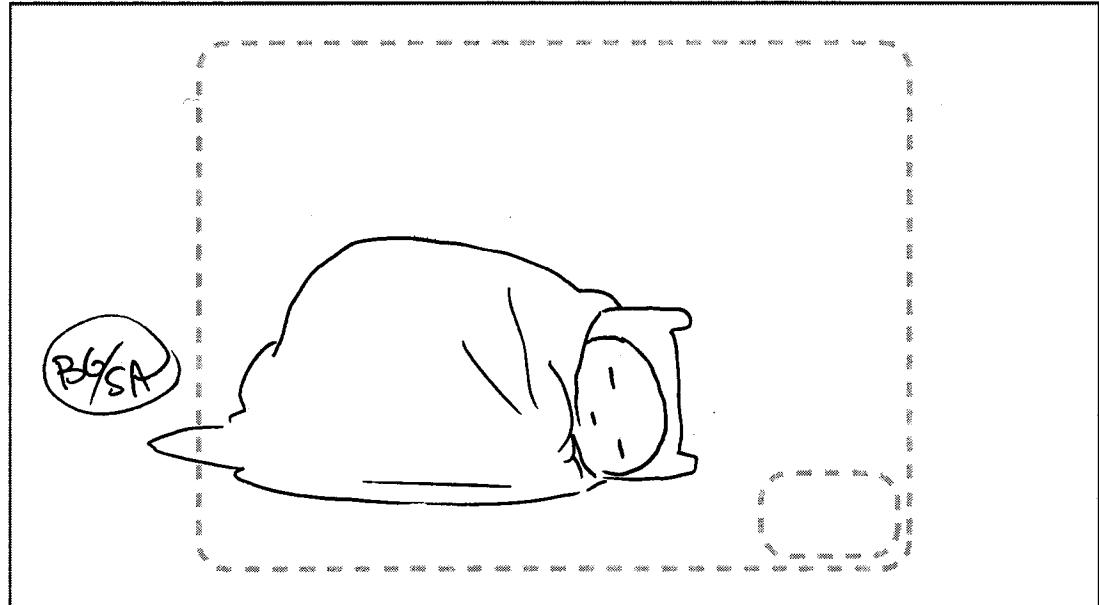
Page 169

Sc. 105

Pnl. C

Bg.

day night

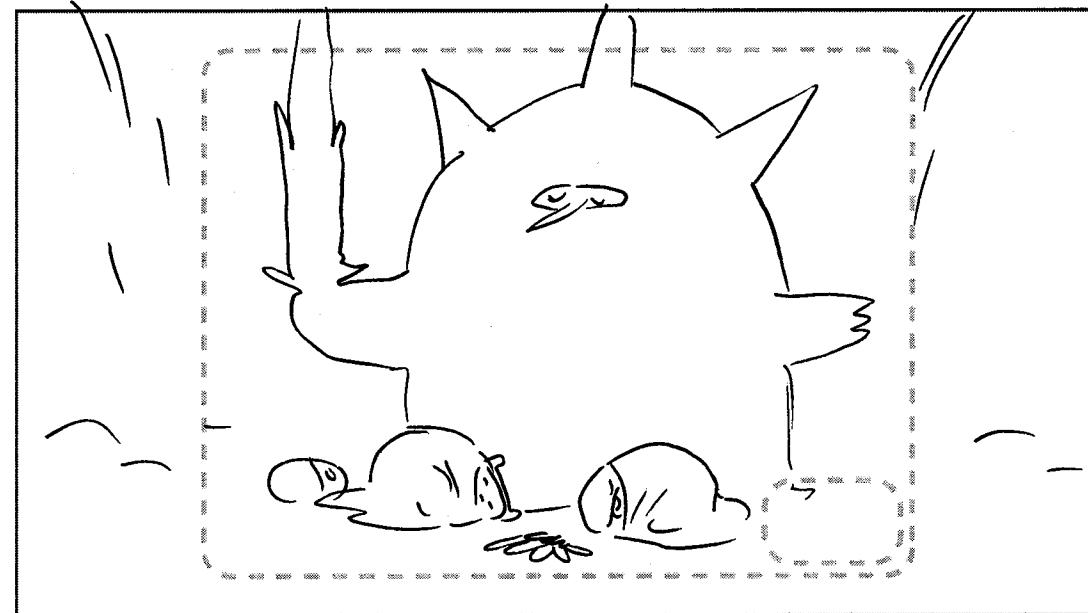


Sc. 106

Pnl. A

Bg.

day night



## Dialog:

F: (calmer) mmm ...

ICE KING nm mmm ...

## Action:

## Timing:

100863

EPISODE #

166

Production :

# ADVENTURE TIME

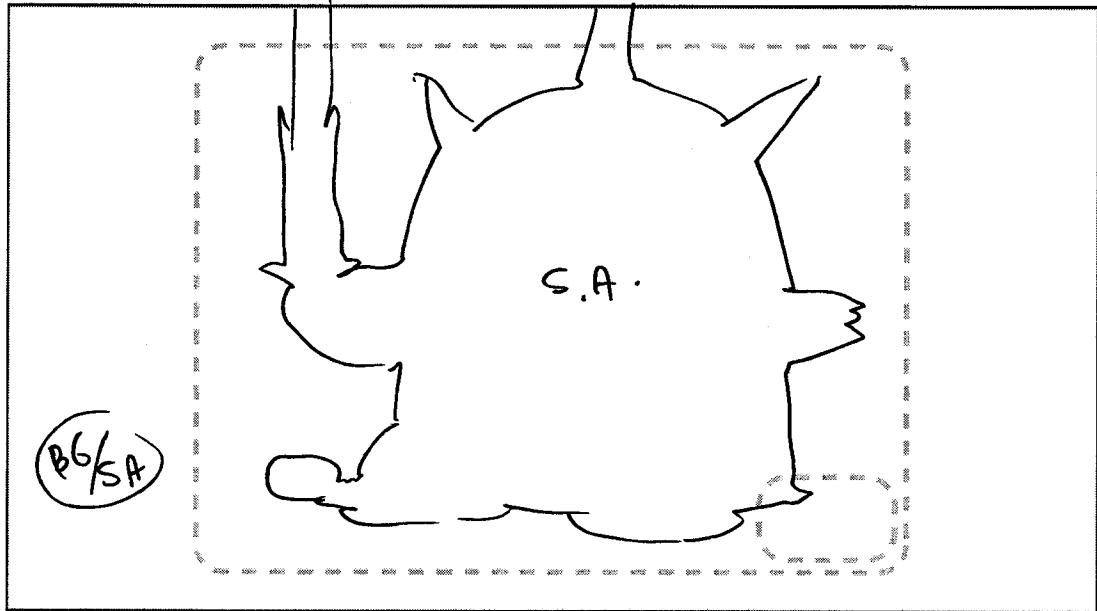


Sc. 166

Pnl. B

Bg.

day night

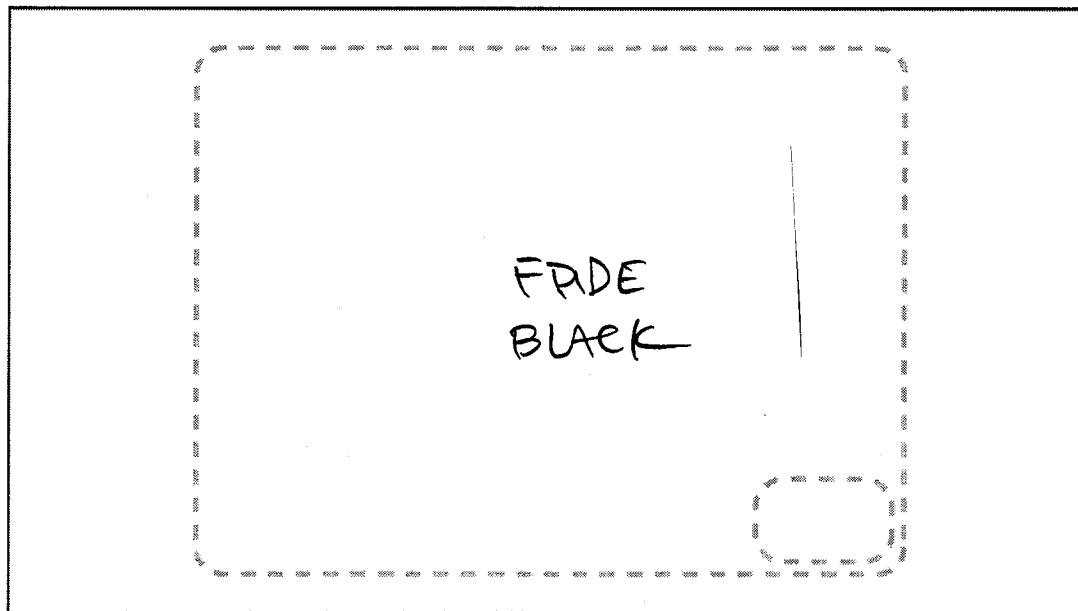


Sc.

Pnl.

Bg.

day night



Page 170

EPISODE # 100863

167

Dialog:

ICE KING:

fools... mmm mmm...

Action:

Timing:

Production :

# ADVENTURE TIME



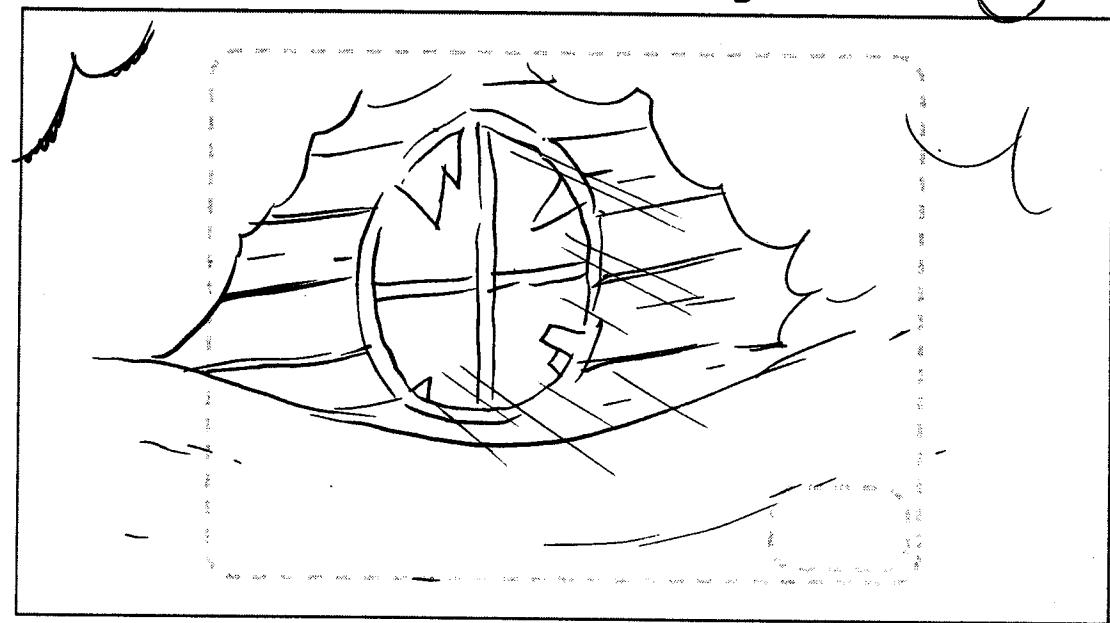
Sc.

107

Pnl. A

Bg.

day night



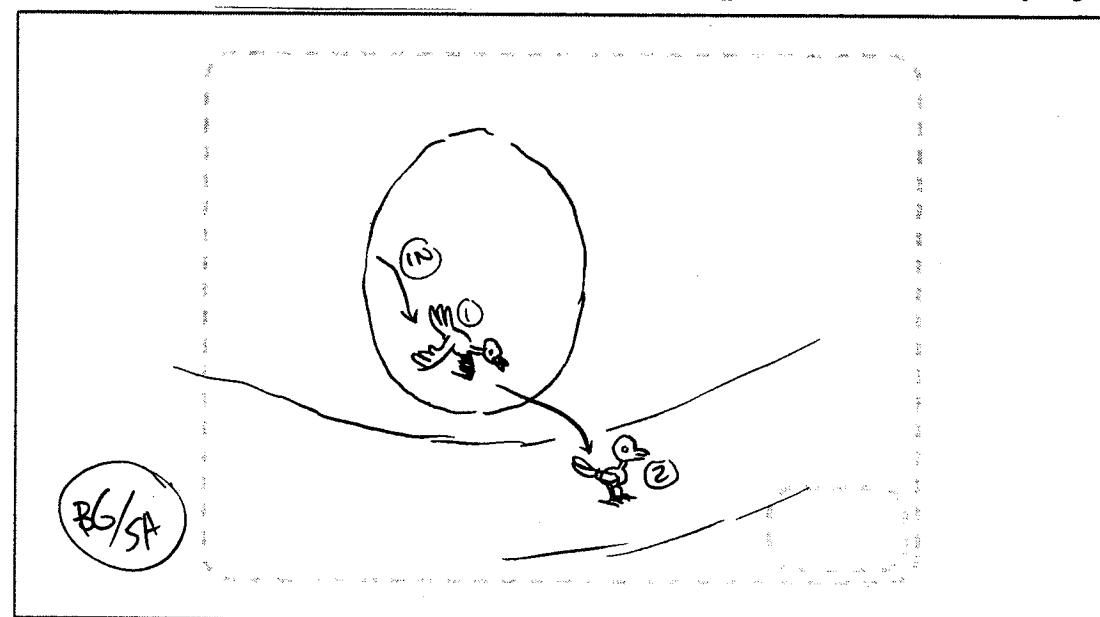
Sc. 107

Pnl. B

Bg.

Page 171

day night



Dialog:

SFX: \* BIRDS CHIRPING \*

Action:



Timing:

Production :

168

EPISODE # 100863

# ADVENTURE TIME



Page 172

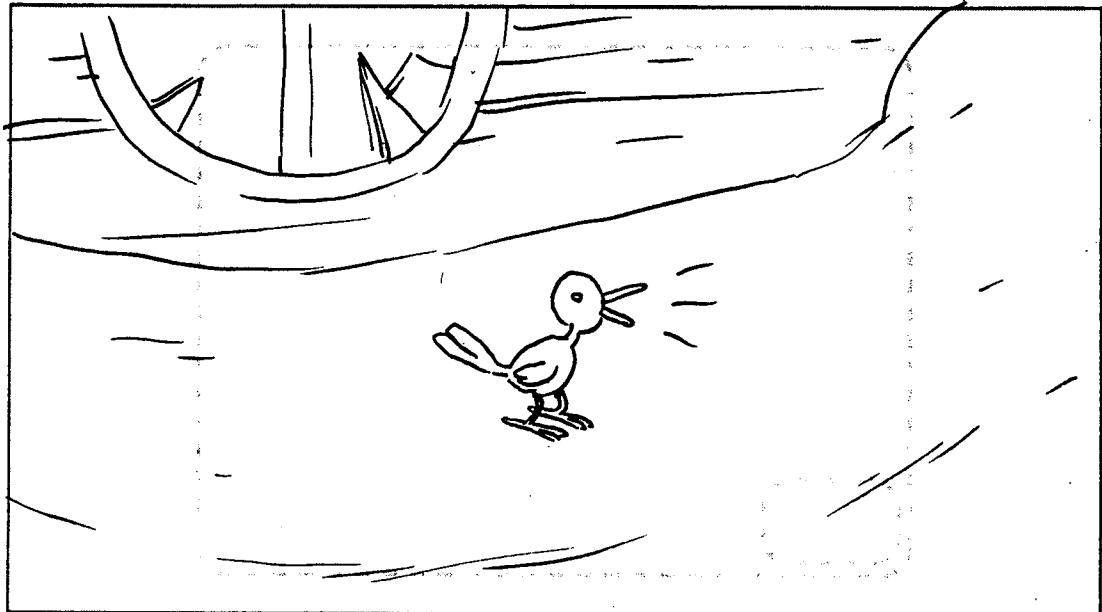
Sc.

168

Pnl. A

Bg.

day night

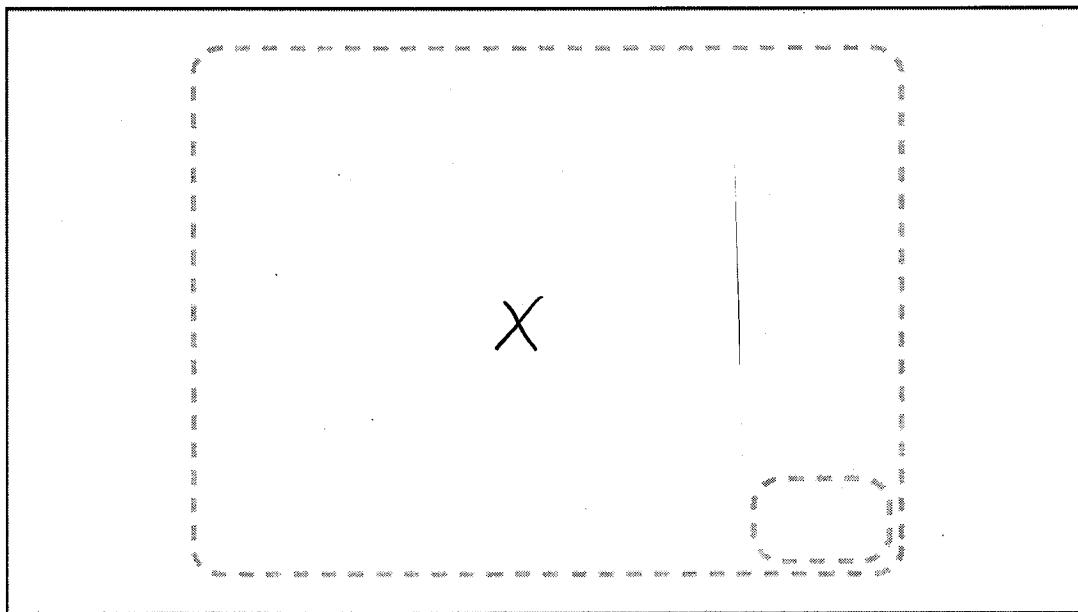


Sc.

Pnl.

Bg.

day night



Dialog:

(SAME DIALOGUE AS BEFORE)

BIRD: \*clear throat\* beep beep [gets cut off by fireball]... \*

Action:

Timing:

EPISODE # 100863

Production :

169

# ADVENTURE TIME



Page 173

Sc. 108

Pnl. B

Bg.

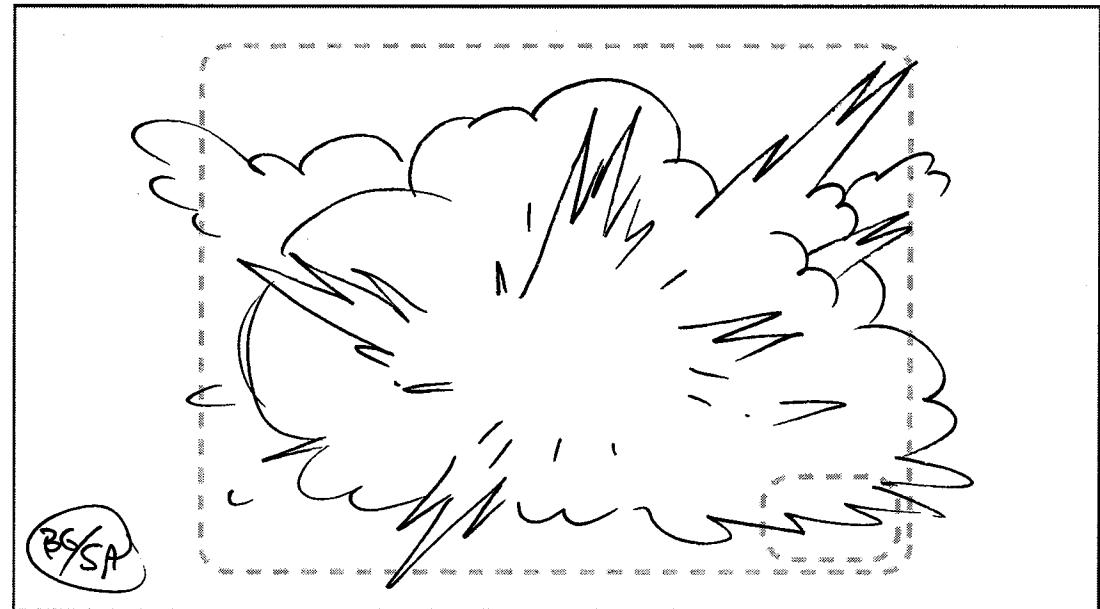
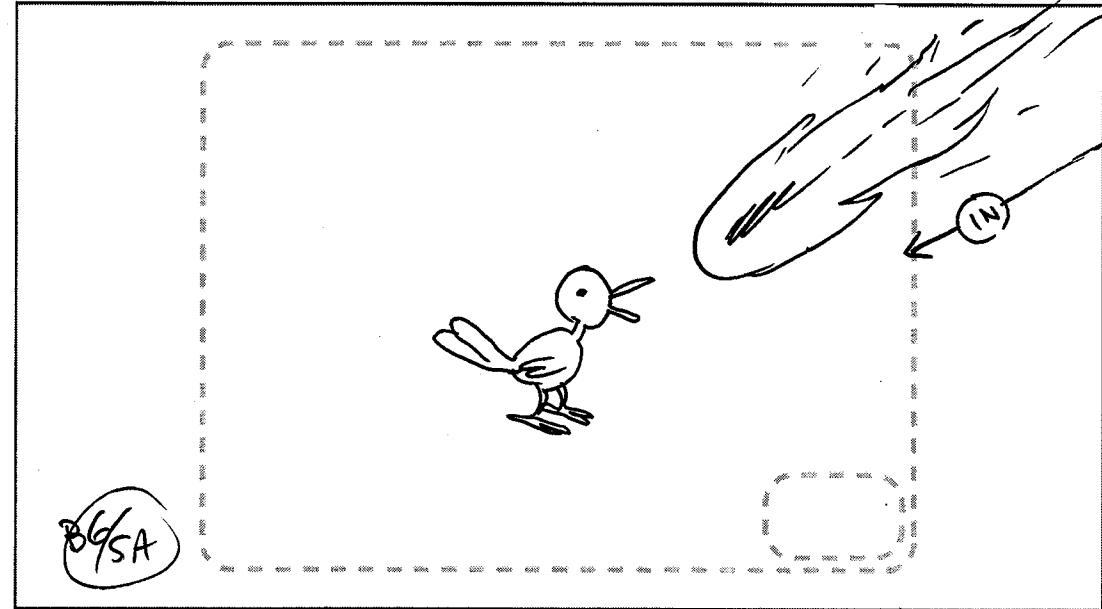
day night

Sc. 108

Pnl. C

Bg.

day night



Dialog:

SFX: KABOOM!

Action: Fireball shoots at bird

KABOOM!

Timing:

EPISODE # 100863

Production :

170

# ADVENTURE TIME



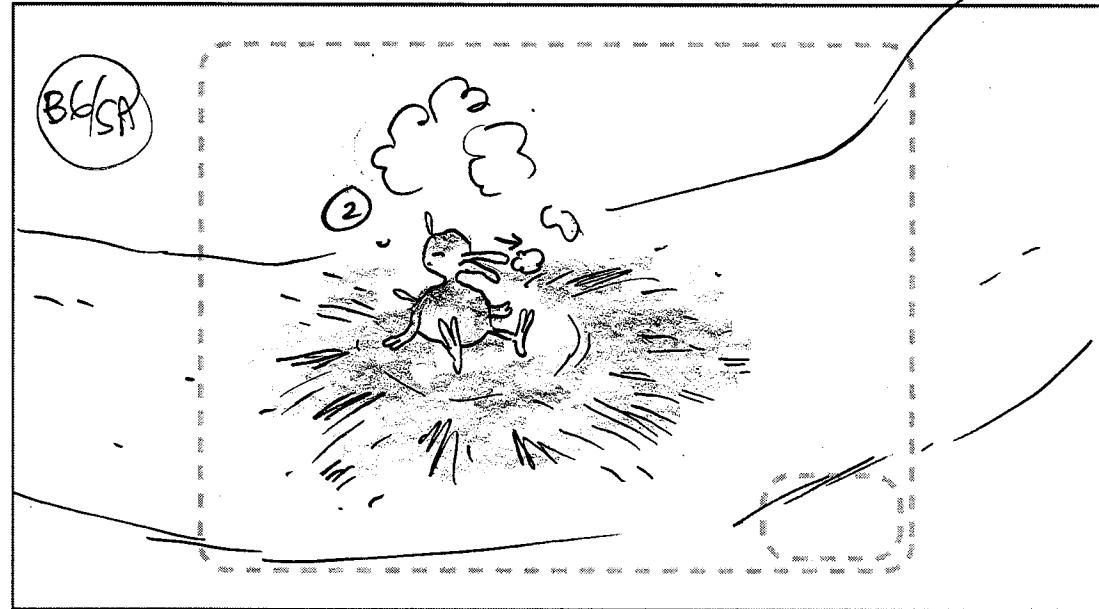
Page 174

Sc. 108

Pnl. P

Bg.

day night

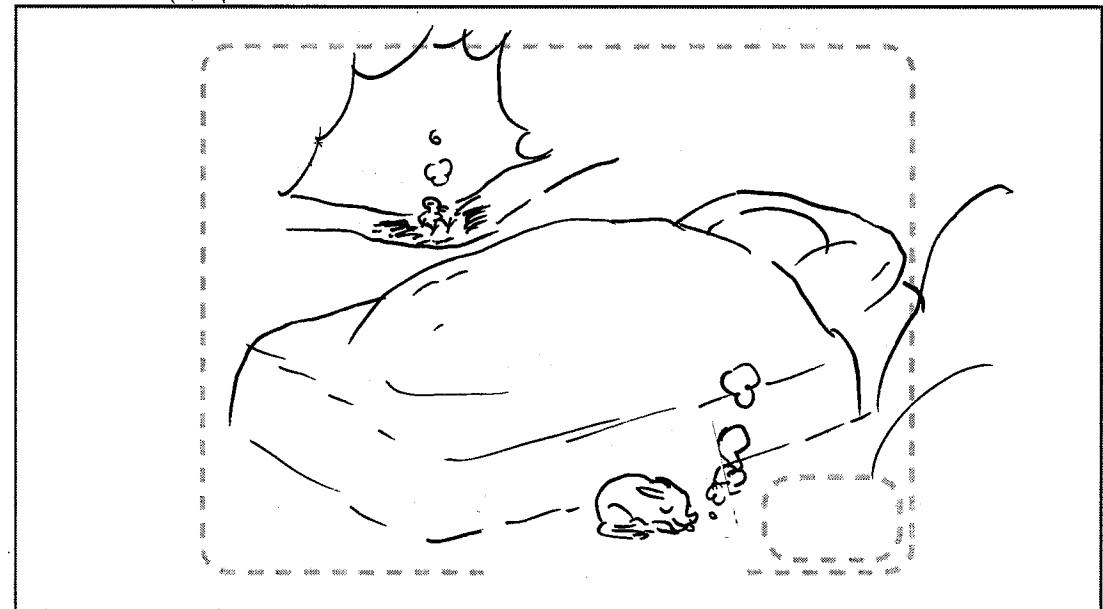


Sc. 109

Pnl. A

Bg.

day night



Dialog:

BIRD: \*cough cough\*

BIRD: \*cough\*

Action: bird coughs up smoke.



Timing:

② close up:



smoke rises up from Pups mouth

171

Production :

EPISODE # 100863

# ADVENTURE TIME



Page 175

Sc. 109

Pnl.

B

Bg.

day night

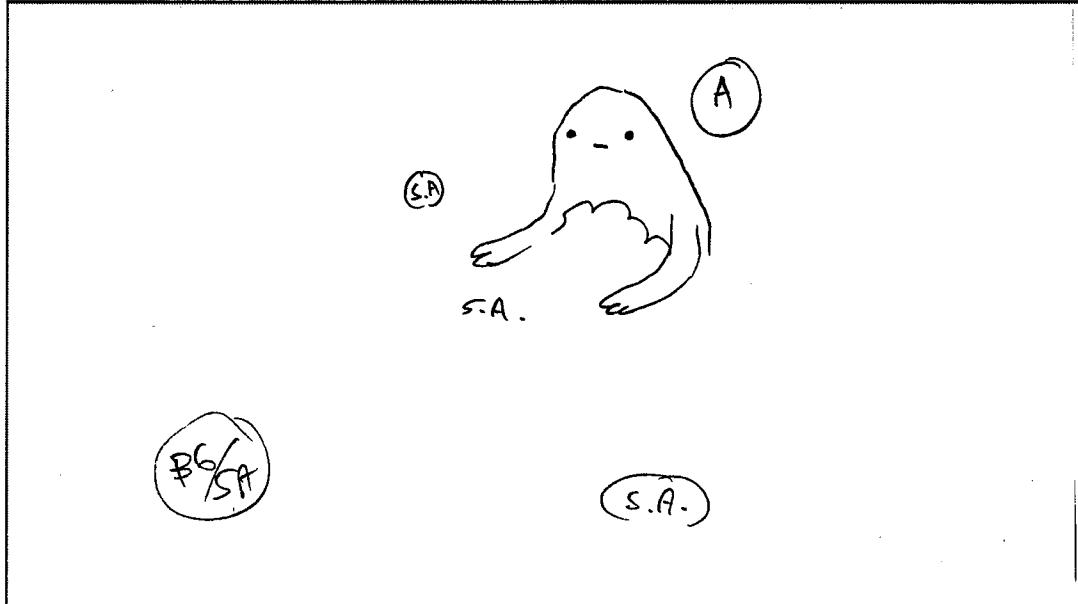
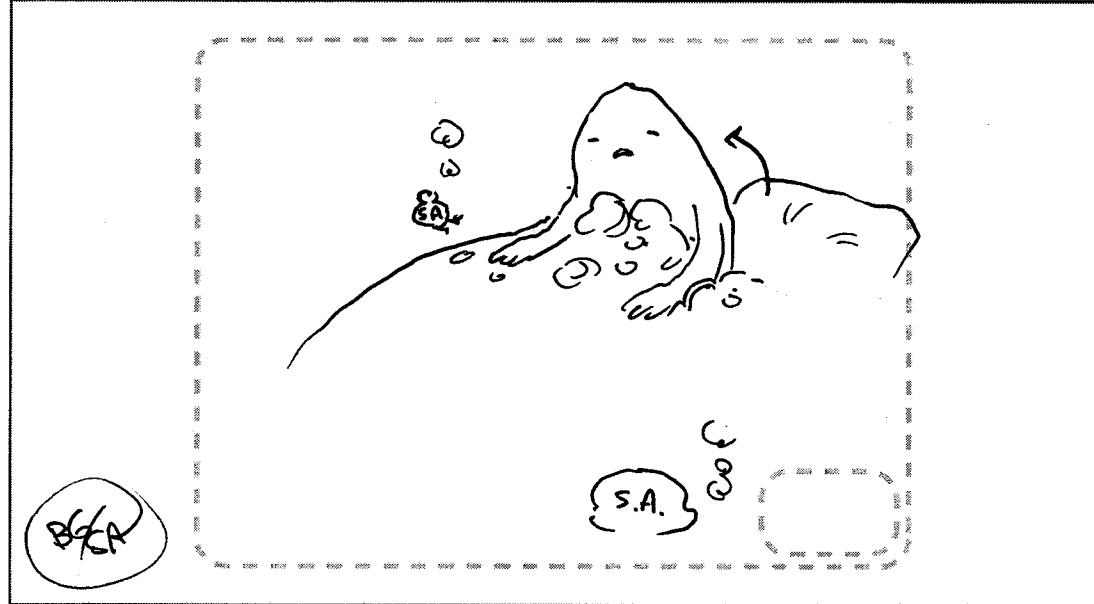
Sc. 109

Pnl.

C

Bg.

day night



Dialog:

(GOT) \* smek smek \*

Action:

- BLINK BLINK -  
(A B A B A)



Timing:

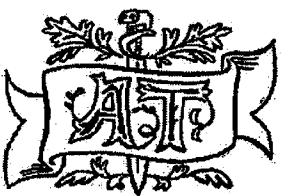
Production :

100863

EPISODE #

172

# ADVENTURE TIME



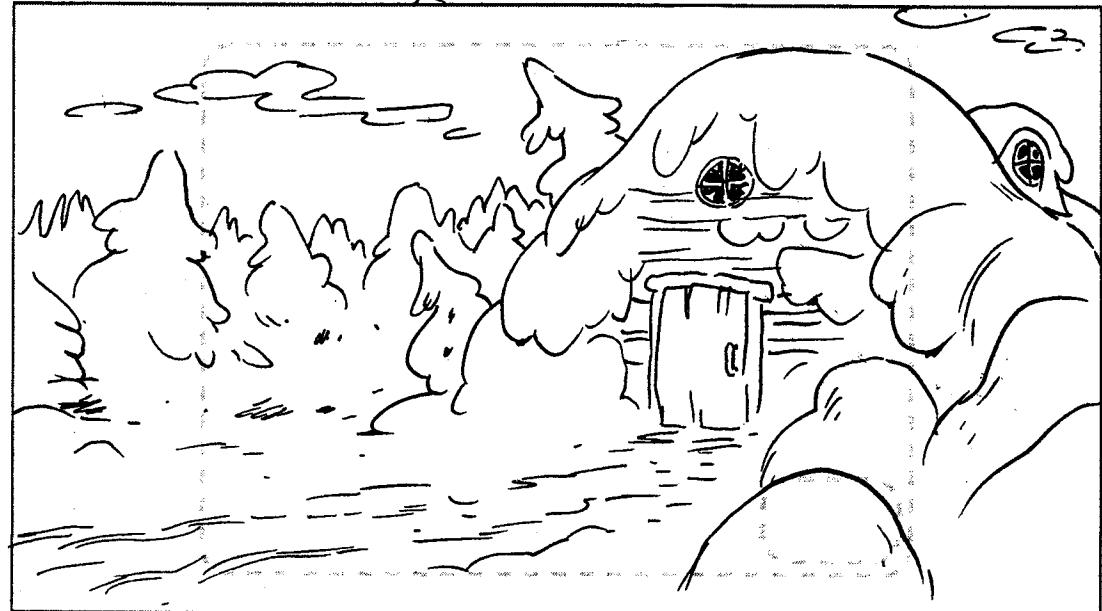
Page 176

Sc. 110

Pnl. A

Bg.

day night

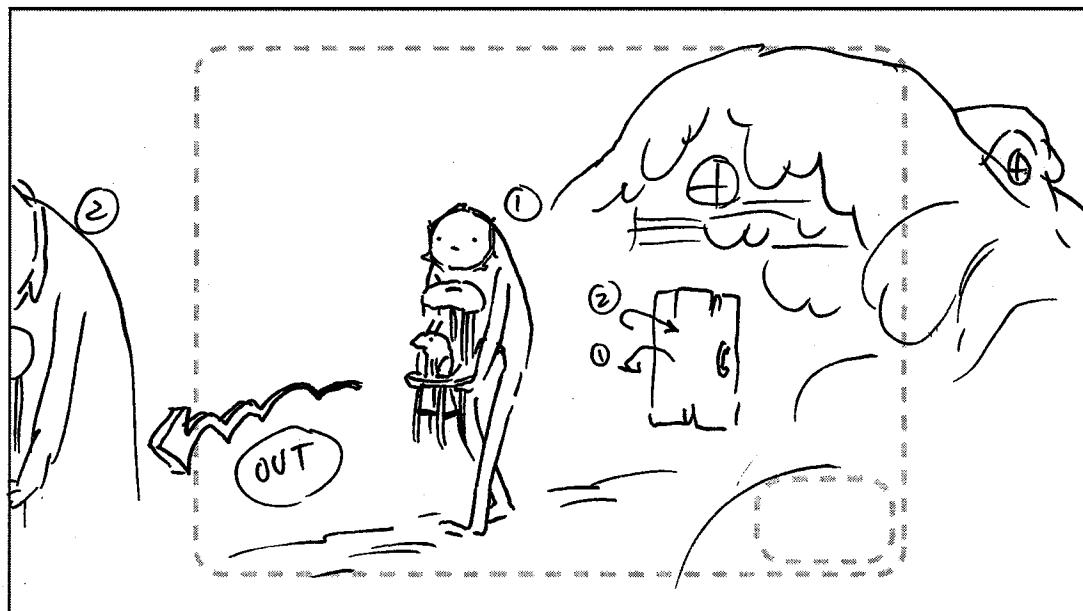


Sc. 110

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

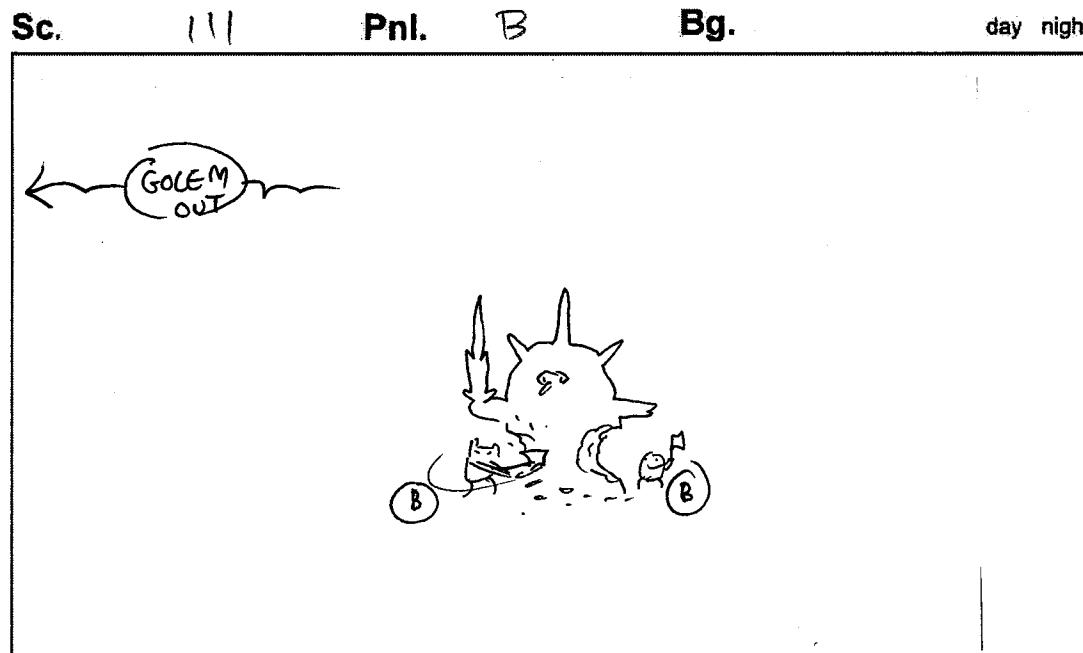
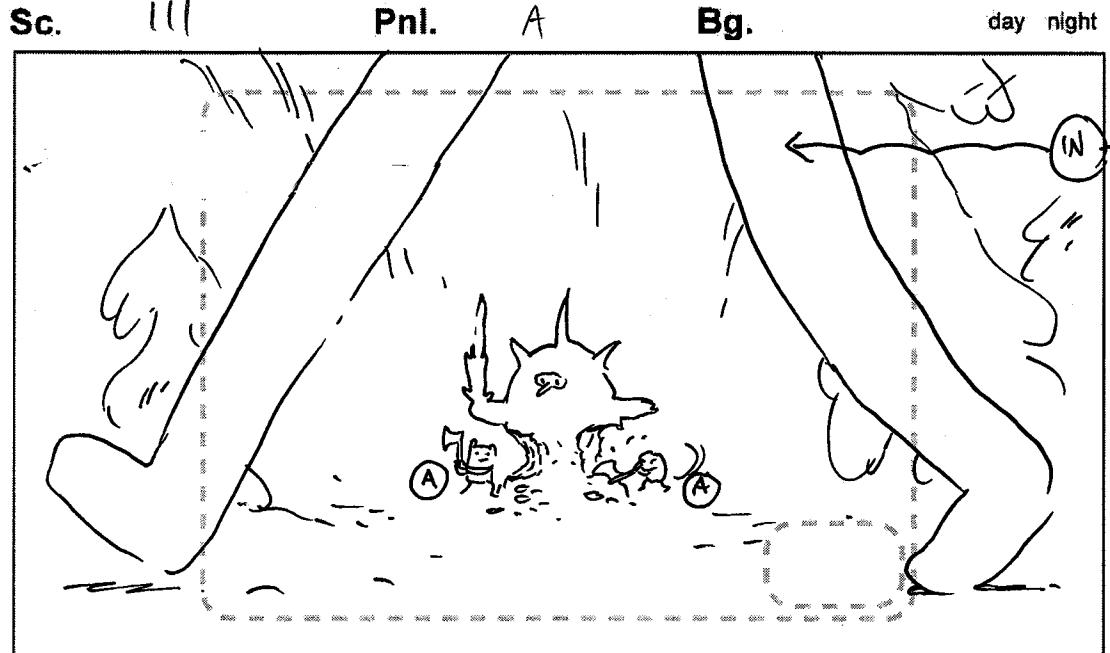
Production :

100863

# ADVENTURE TIME



Page 177



100866

EPISODE #

74

Dialog:

**(ICE KING:)** HELP, HELP! SOMEBODY  
HELP ME!

**I.K.:** Oh ho ho...  
(worried)

Action:

Finn + Jake chop at Ice king with Axes — (A) (B) (A) (B) (A) (B)

Timing:

Production :

# ADVENTURE TIME



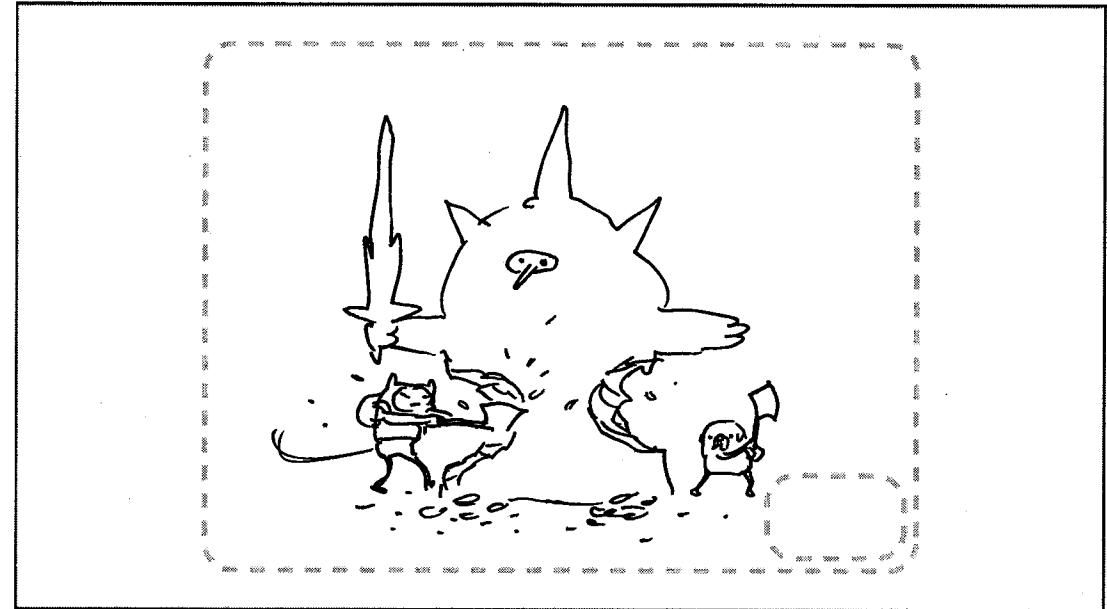
Page 178

Sc. 112

Pnl. A

Bg.

day night

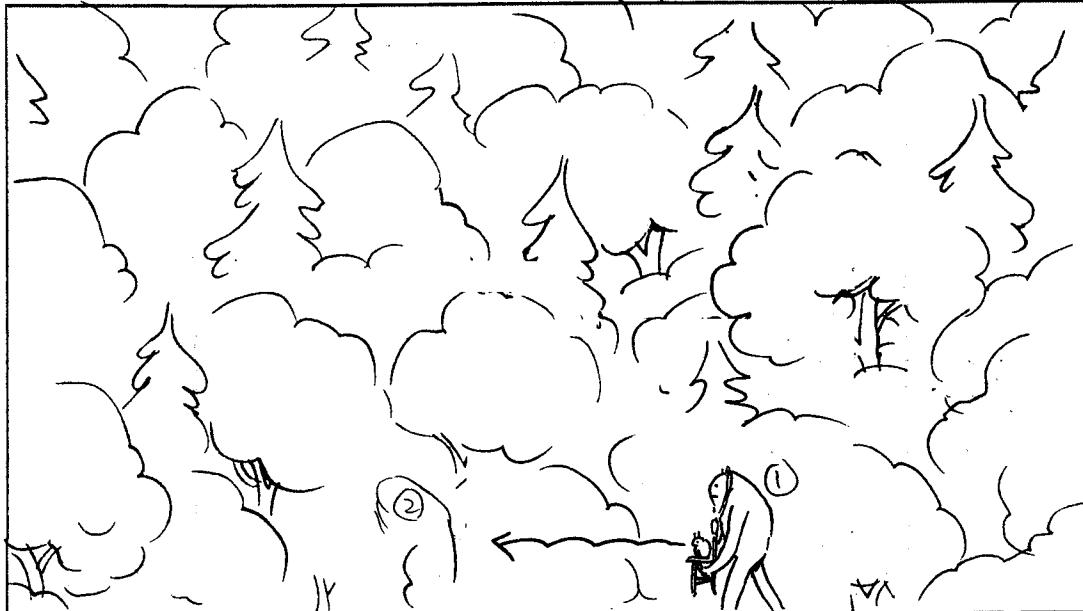


Sc. 113

Pnl. A

Bg.

day night



Dialog:

1.K.: OH SWEET MAMA...

Action:

F+J still chopping.

Timing:

EPISODE #

Production :

100863

178

# ADVENTURE TIME



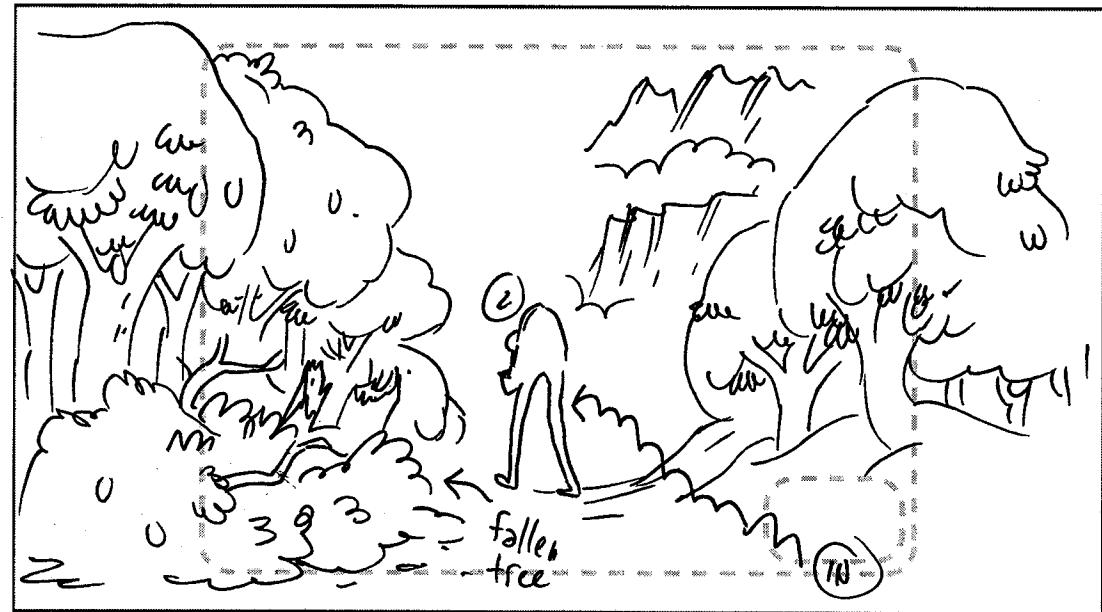
Page 179

Sc. 114

Pnl. A

Bg.

day night

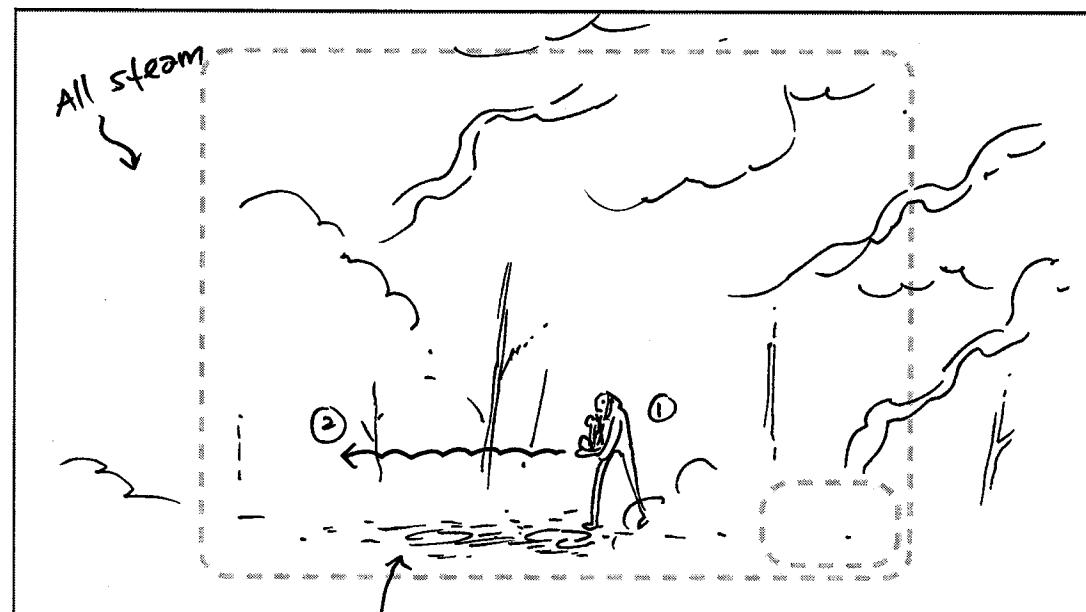


Sc. 115

Pnl. A

Bg.

day night

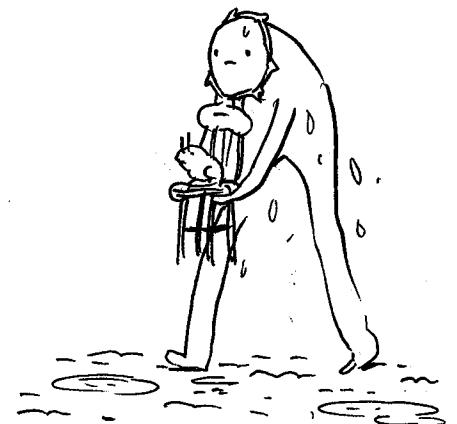
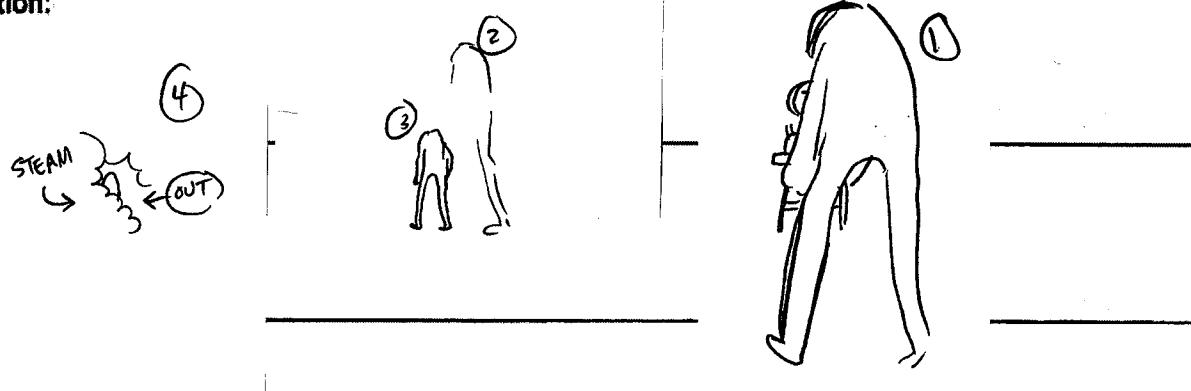


Dialog:

mud  
w/ puddles  
(barely visible  
radius around  
sole)

CLOSE UP:

Action:



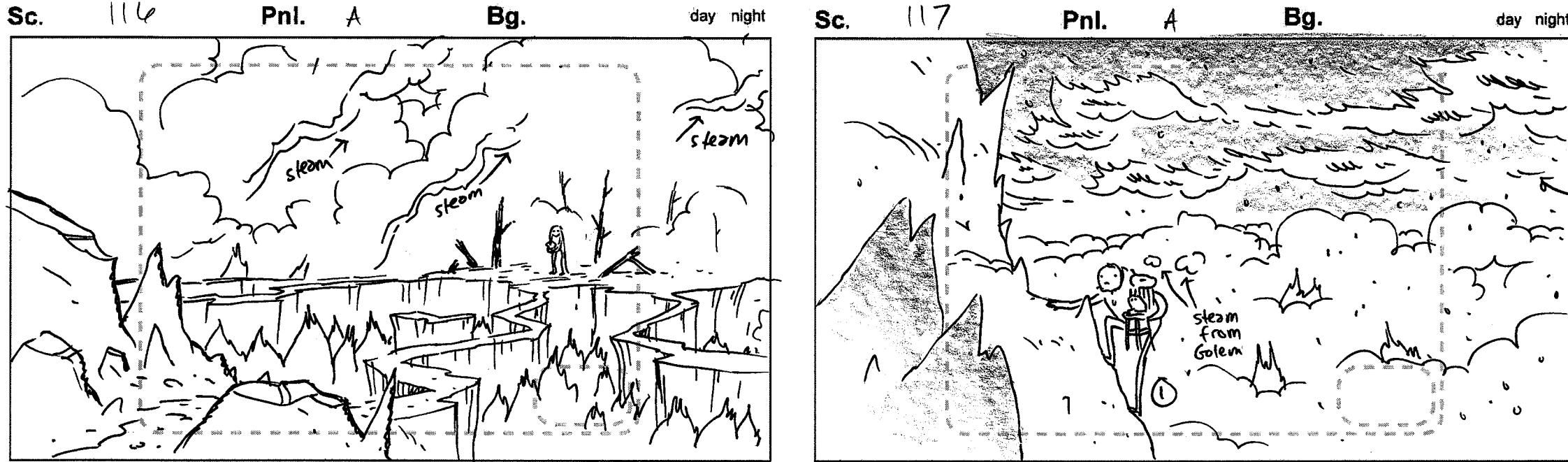
Production :

100863

# ADVENTURE TIME



Page 180

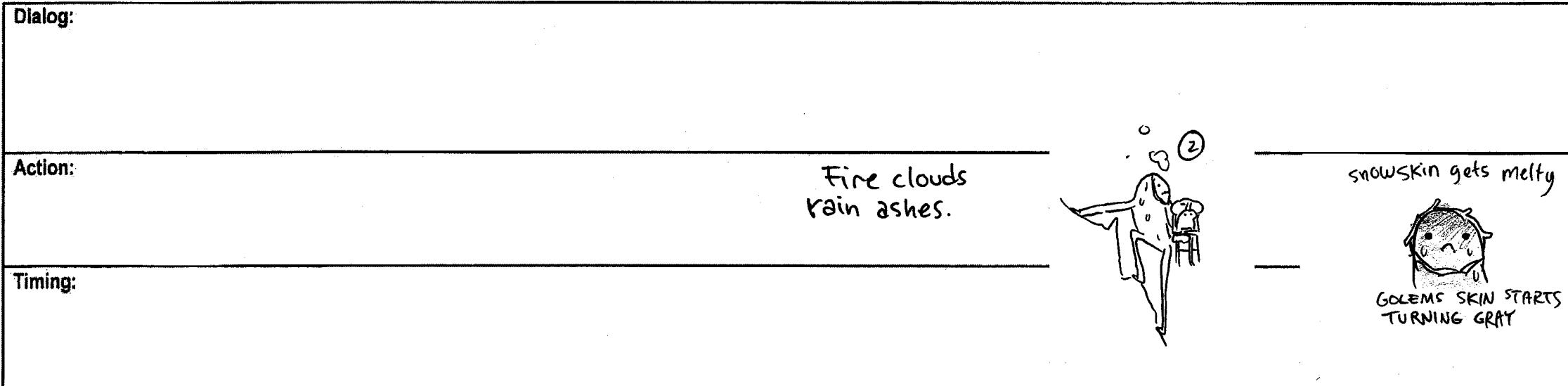


10000000

Fire  
Clouds  
Raining  
Ashes

EPISODE #

176.5



# ADVENTURE TIME



Page 181

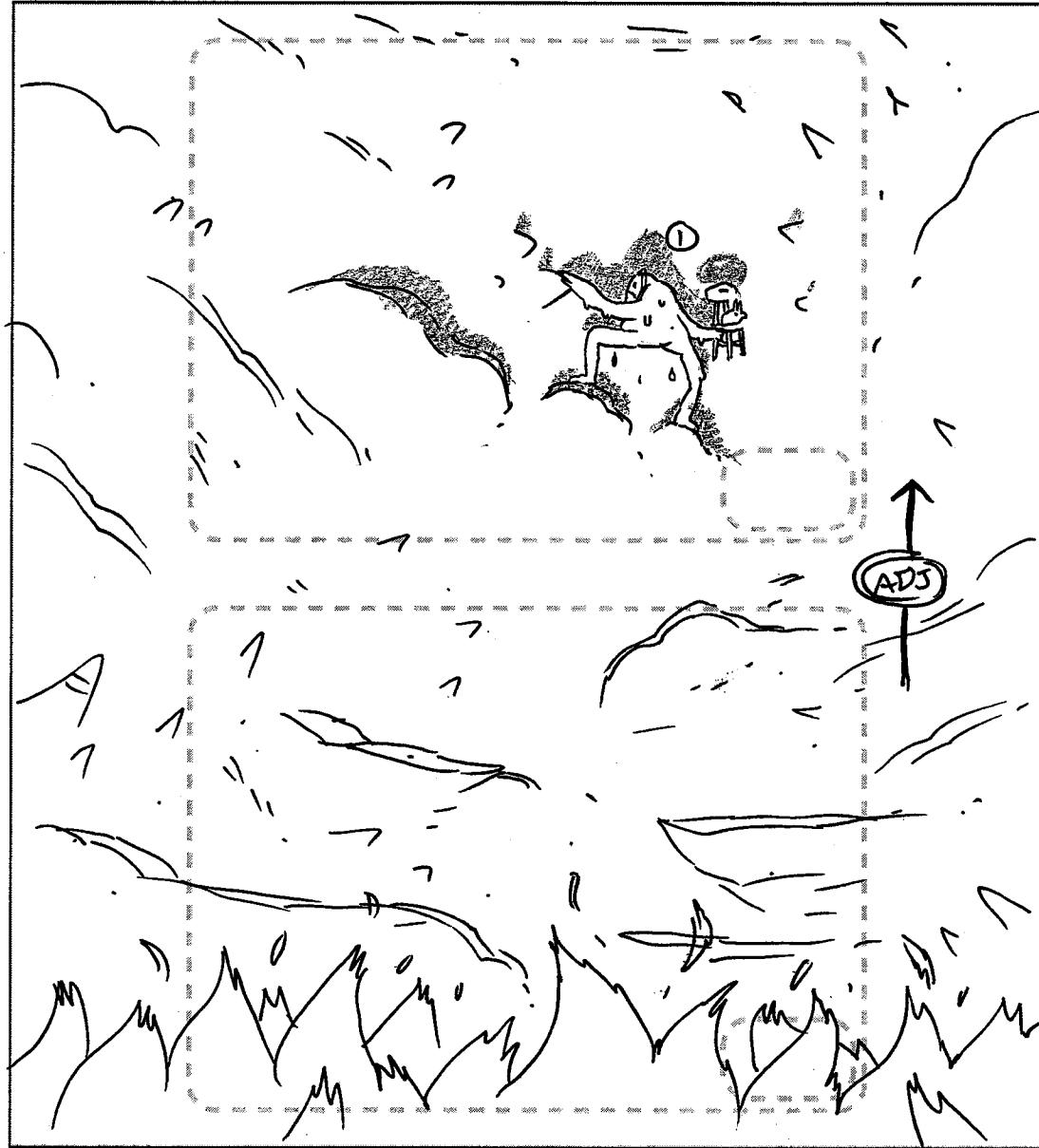
Sc.

118

Pnl. A

Bg.

day night



snow skin melts more  
skin is more gray

Dialog:

Action:

Golem looks down at Fire.

Timing:

Production :

100863

EPISODE #

# ADVENTURE TIME



182

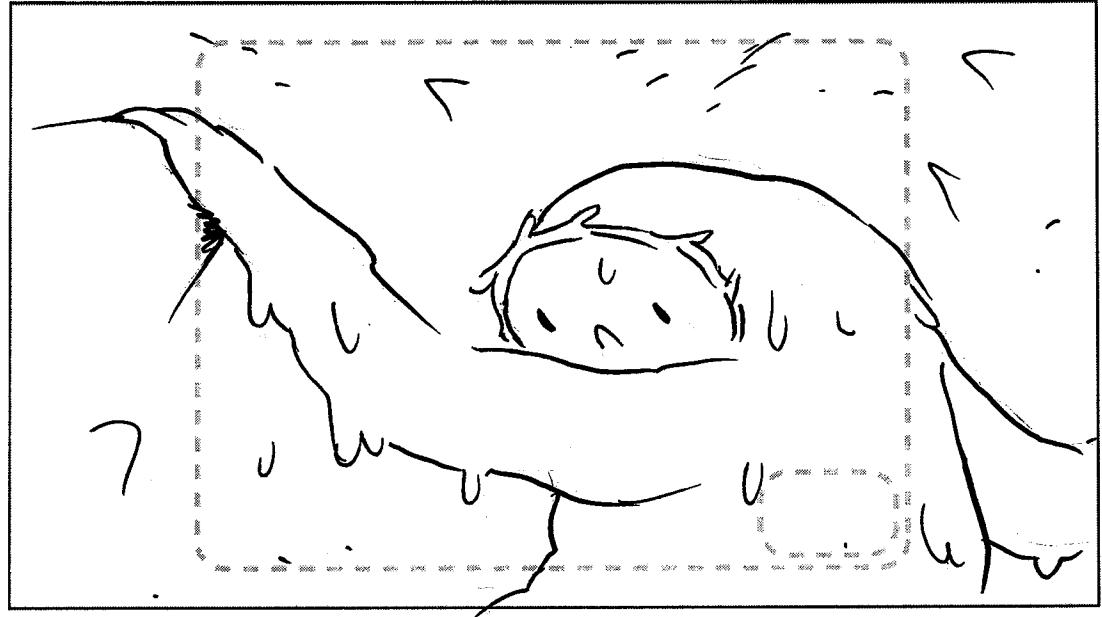
Page

Sc. 119

Pnl. A

Bg.

day night

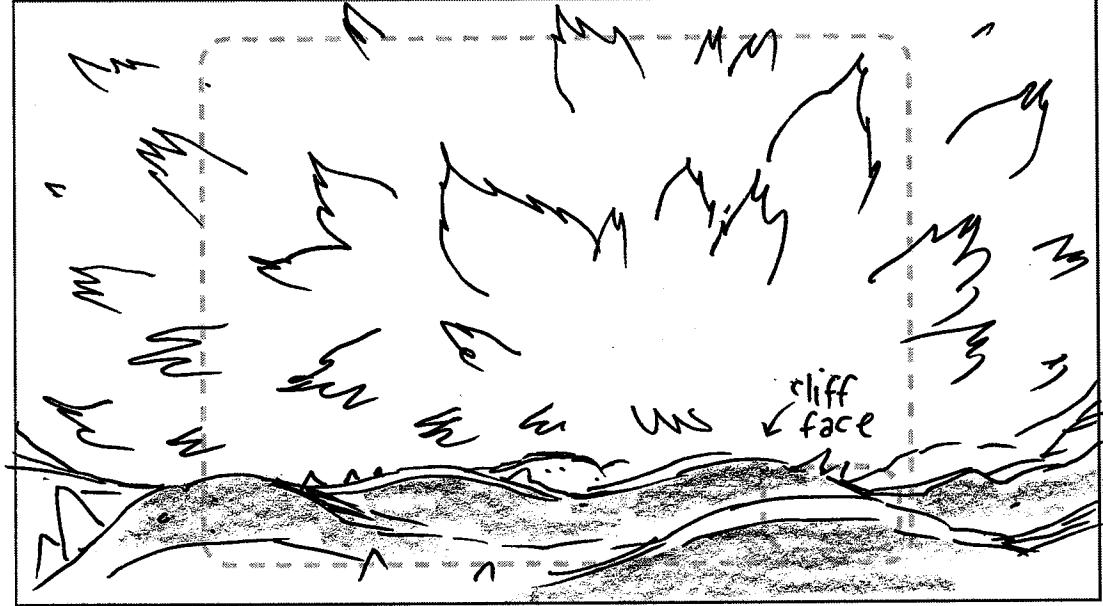


Sc. 120

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

100863

EPISODE #

Production :

2

# ADVENTURE TIME



183

Page 11

Sc.

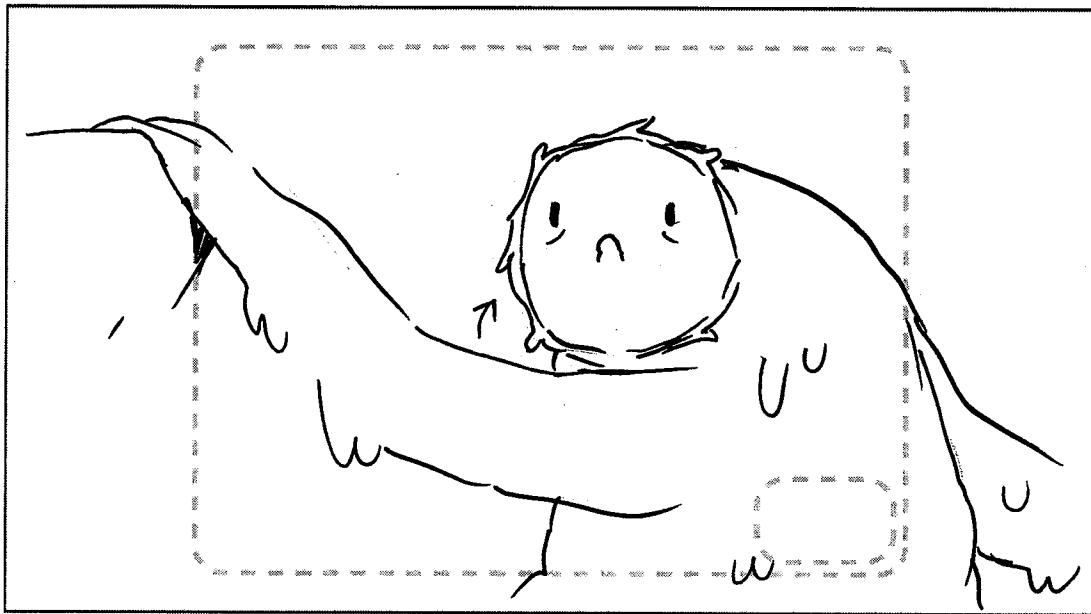
121

Pnl.

A

Bg.

day night



Sc.

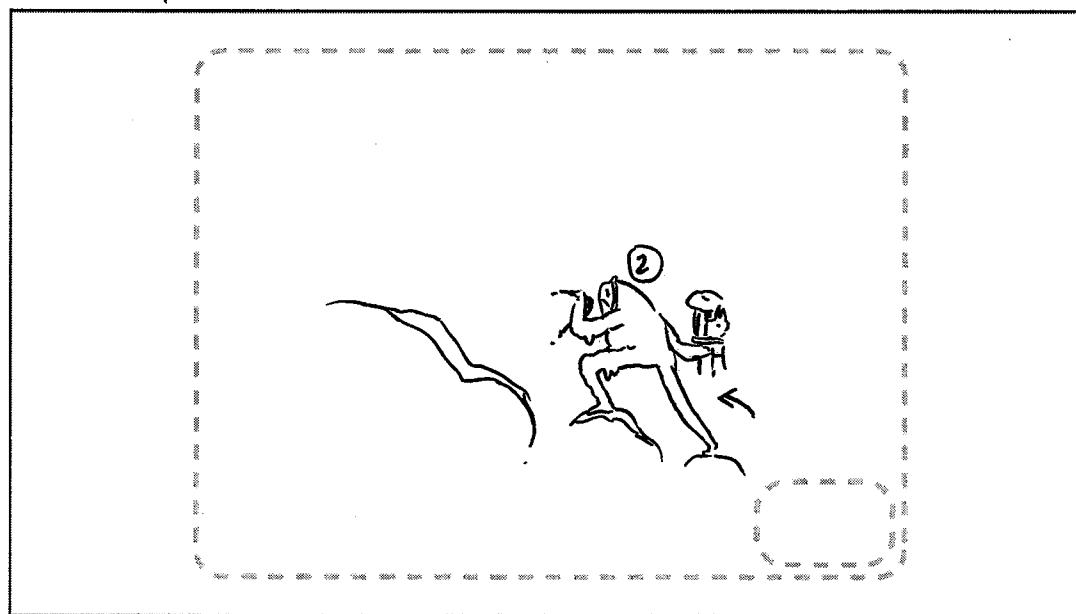
122

Pnl.

A

Bg.

day night



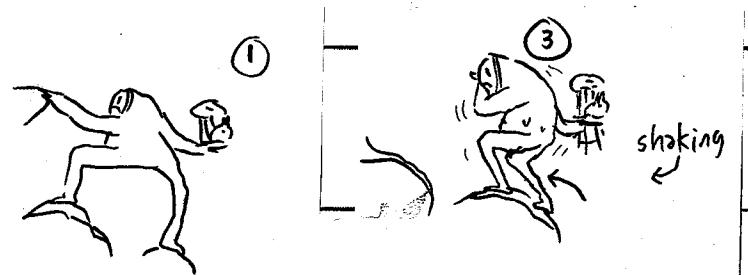
Dialog:

GOLEM: \*gulp!\*

Action:

Golem steps onto ledge, but then gets scared and trembles.

Timing:



Production :

100863

EPISODE #

W

# ADVENTURE TIME

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Page \_\_\_\_\_

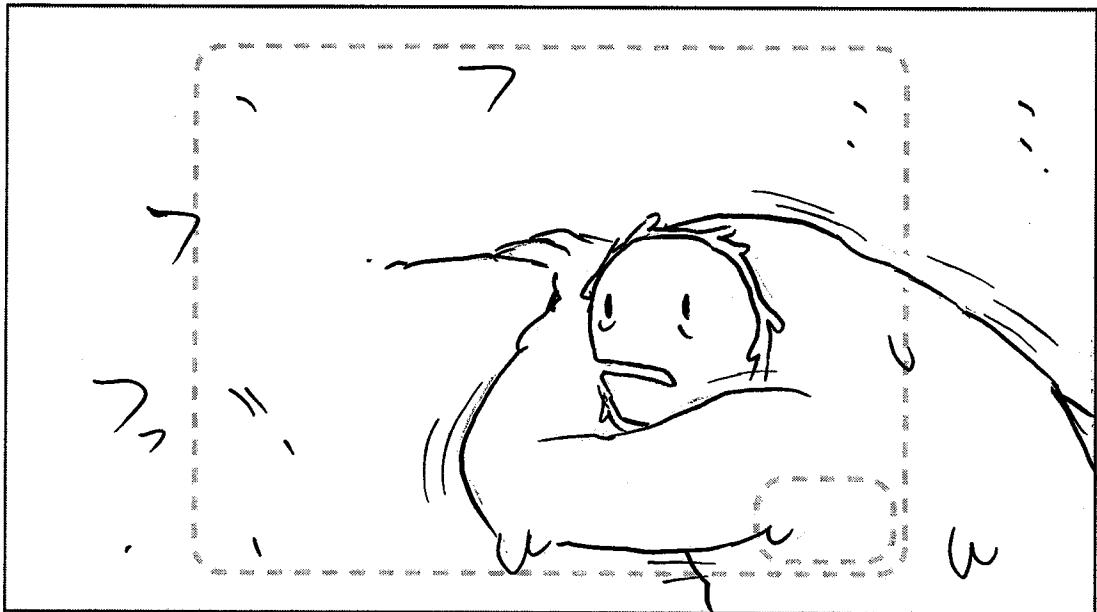
Sc.

123

Pnl. A

Bg.

day night

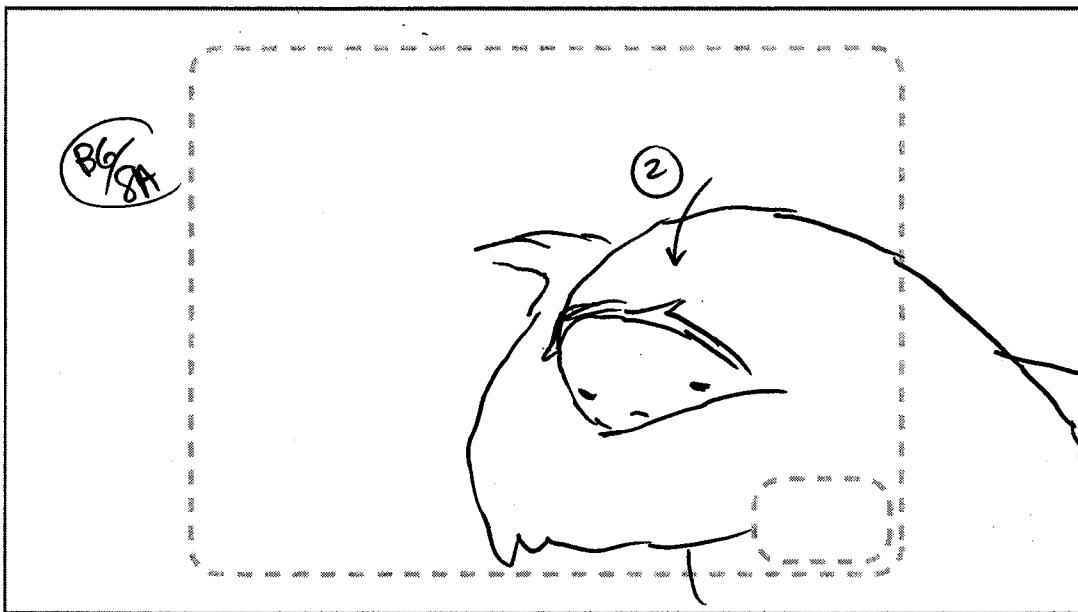


Sc. 123

Pnl. B

Bg.

day night



Dialog:

Action:

golem looks down  
At Fire.



Timing:

Production :

100863

EPISODE #

# ADVENTURE TIME

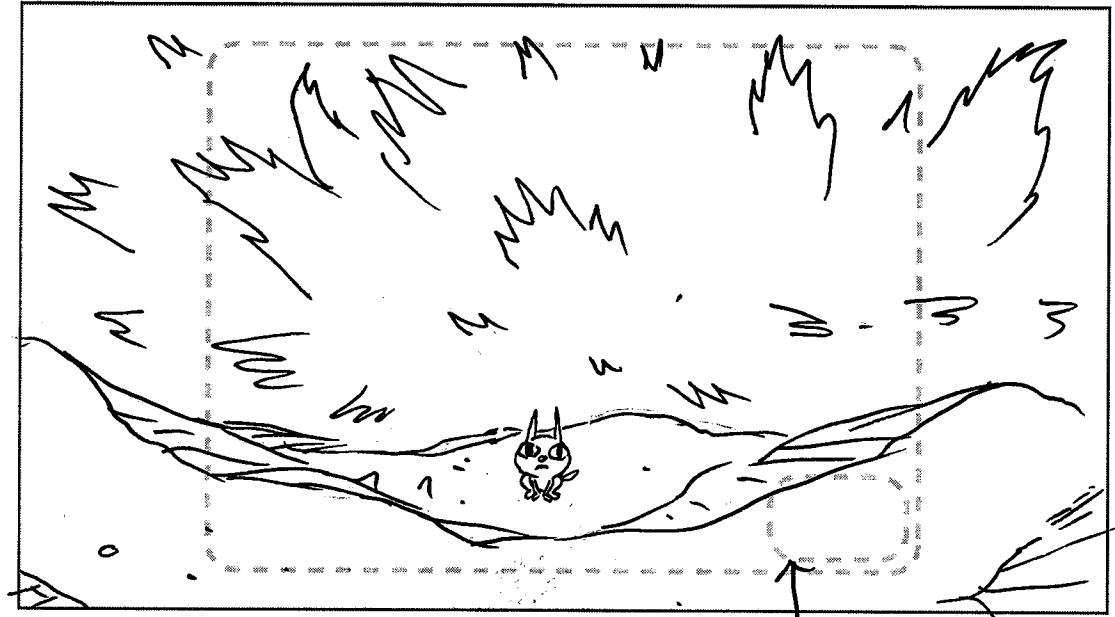


Sc. 124

Pnl. A

Bg.

day night



Dialog:

tighter  
shot on  
some BG  
as before

Action:

Golem sees pup



Timing:

Page \_\_\_\_\_

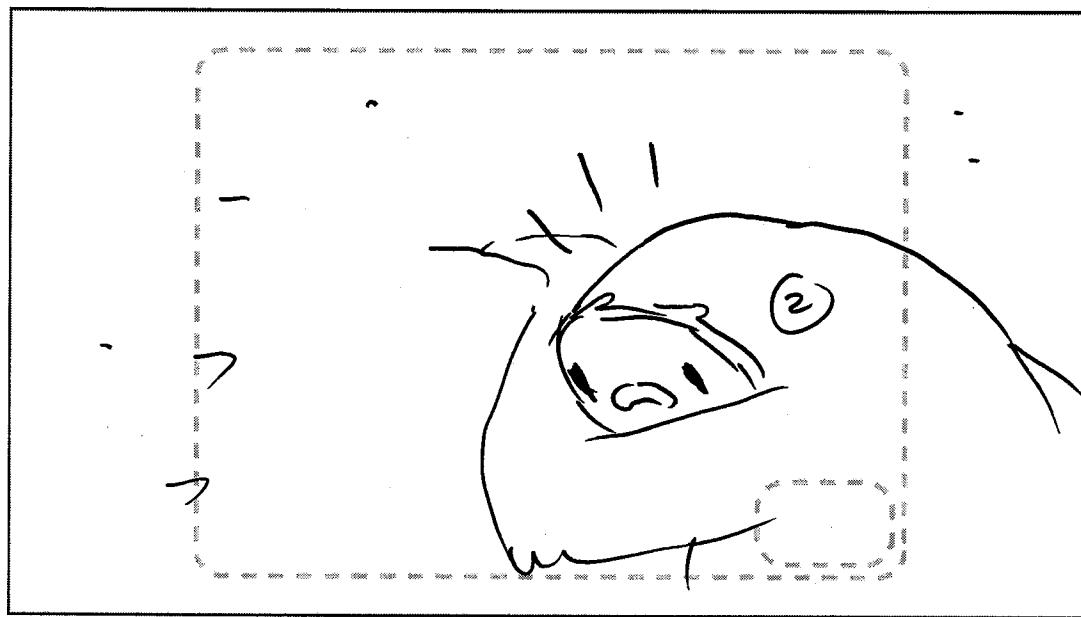
185

Sc. 125

Pnl. A

Bg.

day night



Production :

EPISODE #

100863

# ADVENTURE TIME

Sc.

125

Pnl.

B

Bg.

day night



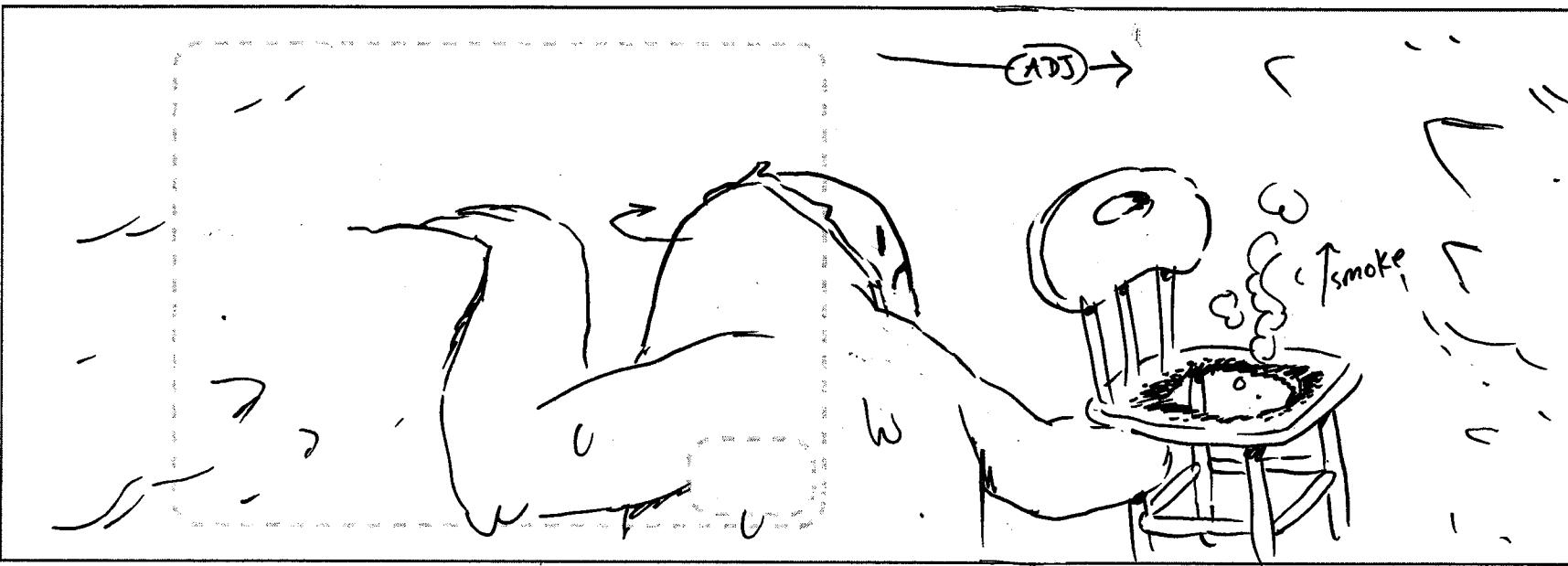
186

Page

100863

EPISODE #

Production :



Dialog:

Action:

Timing:

# ADVENTURE TIME



187

Page \_\_\_\_\_

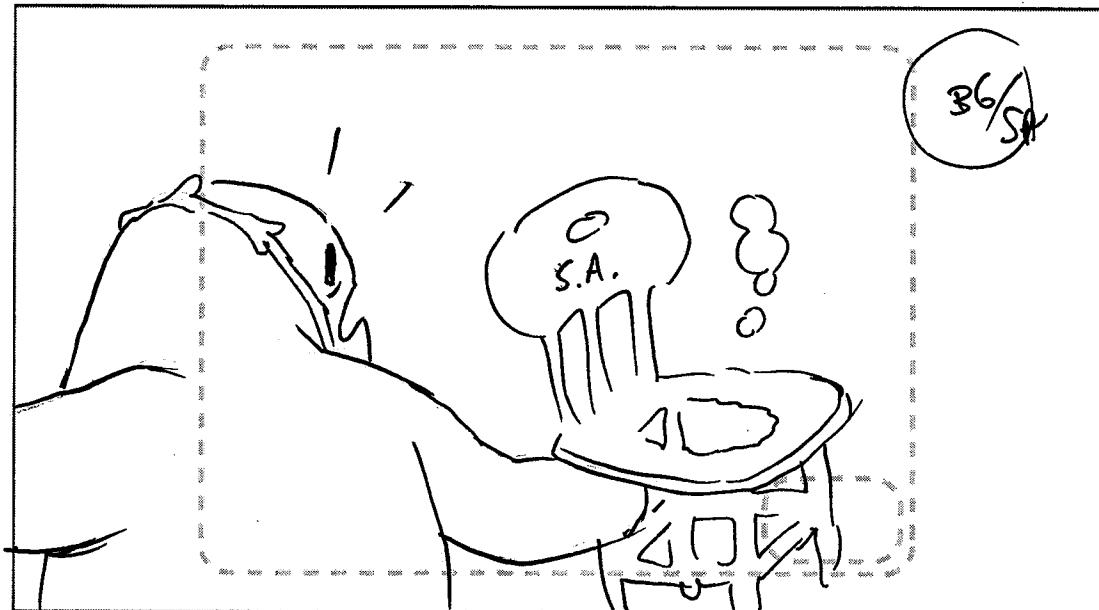
Sc. 125

Pnl.

C

Bg.

day night

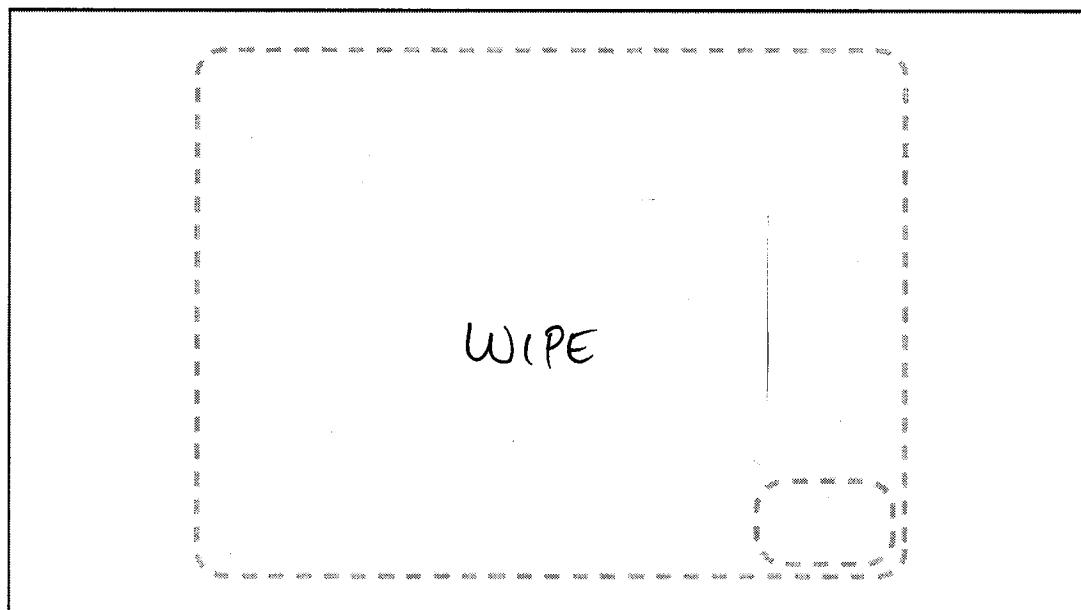


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE #

100863

# ADVENTURE TIME



188

Page \_\_\_\_\_

Sc. 126

Pnl. A

Bg.

day night



Sc. 127

Pnl. A

Bg.

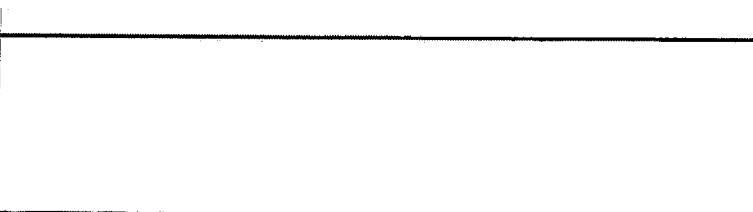
day night



Dialog:

Action: (1) (2) (A) (B) (A) Golem shakes head as though  
disgusted/allergic to heat.

Timing



Production :

100863

EPISODE #

# ADVENTURE TIME



189

Page \_\_\_\_\_

Sc.

127

Pnl.

B

Bg.

day night

Sc.

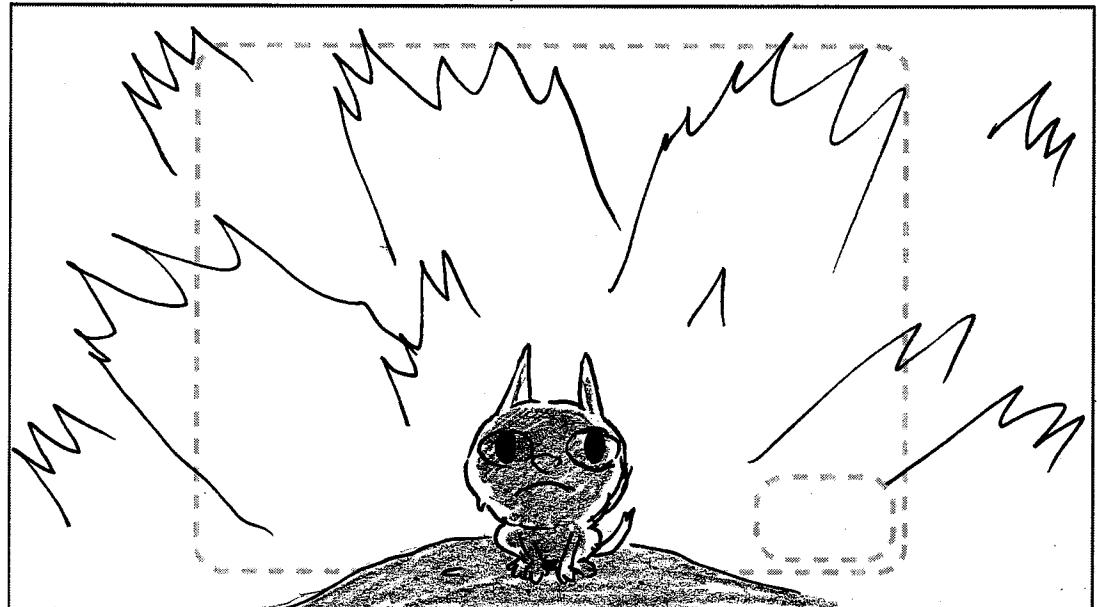
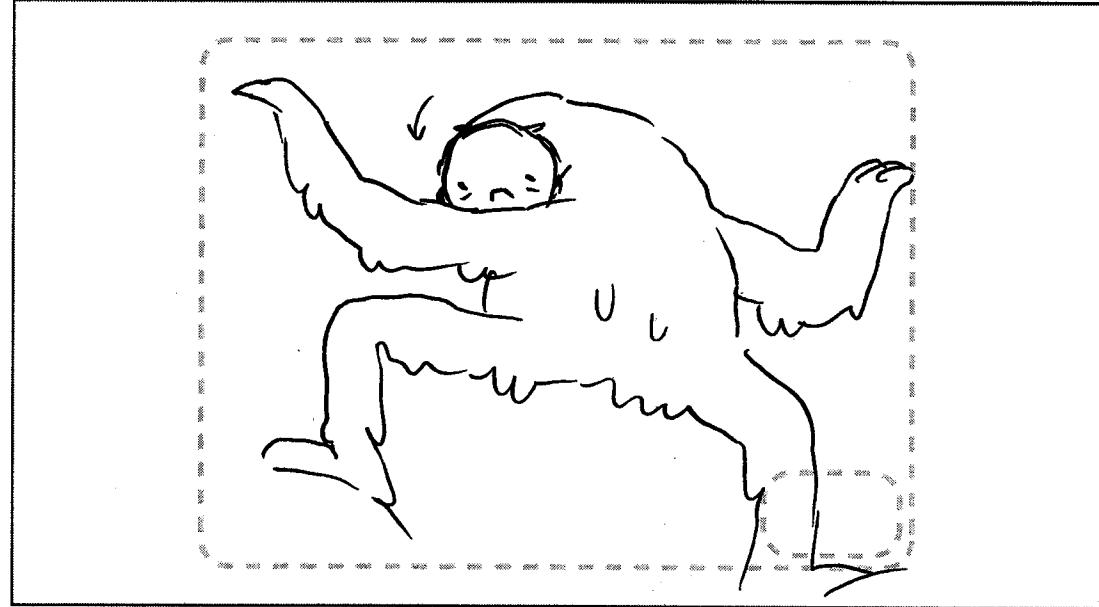
128

Pnl.

A

Bg.

day night



100863

EPISODE #

9

Dialog:

SFX: FIRE ROAAARRR !!!  
super loud

Action:

Fire rages violently and loudly

Timing:

Production :

# ADVENTURE TIME



190

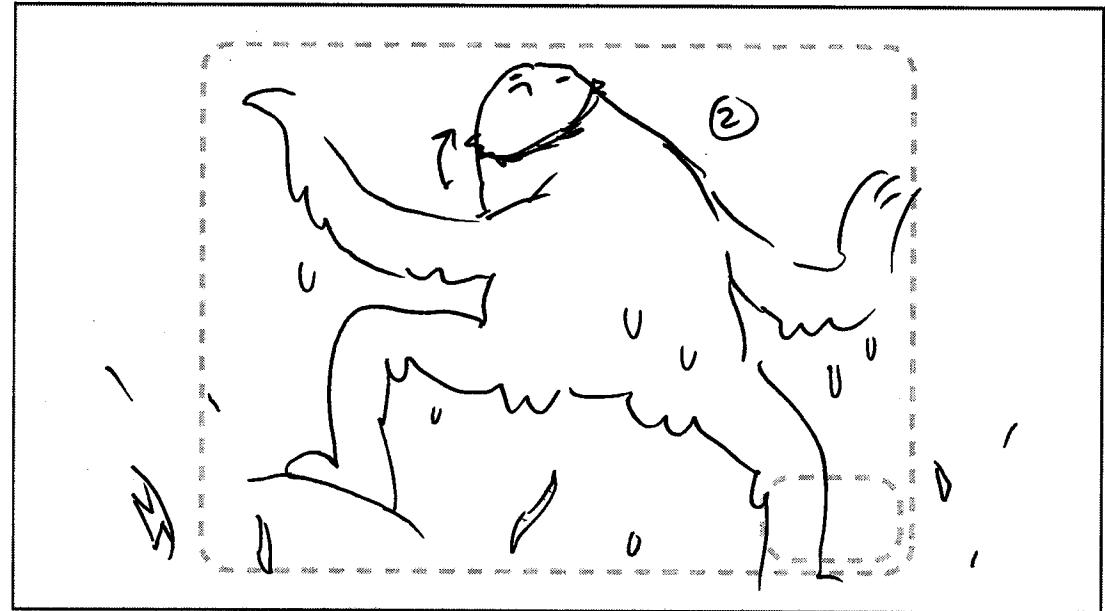
Page \_\_\_\_\_

Sc. 129

Pnl. A

Bg.

day night

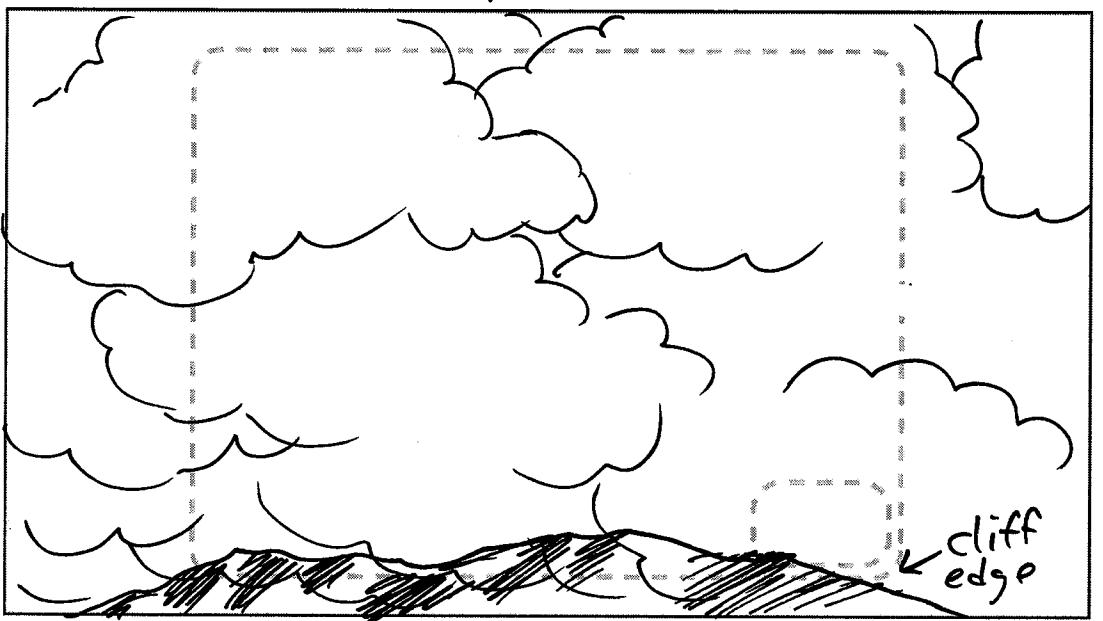


Sc. 130

Pnl. A

Bg.

day night



Dialog:

16

Action:



Timing:

Production :

100866

EPISODE #

# ADVENTURE TIME



Page 191

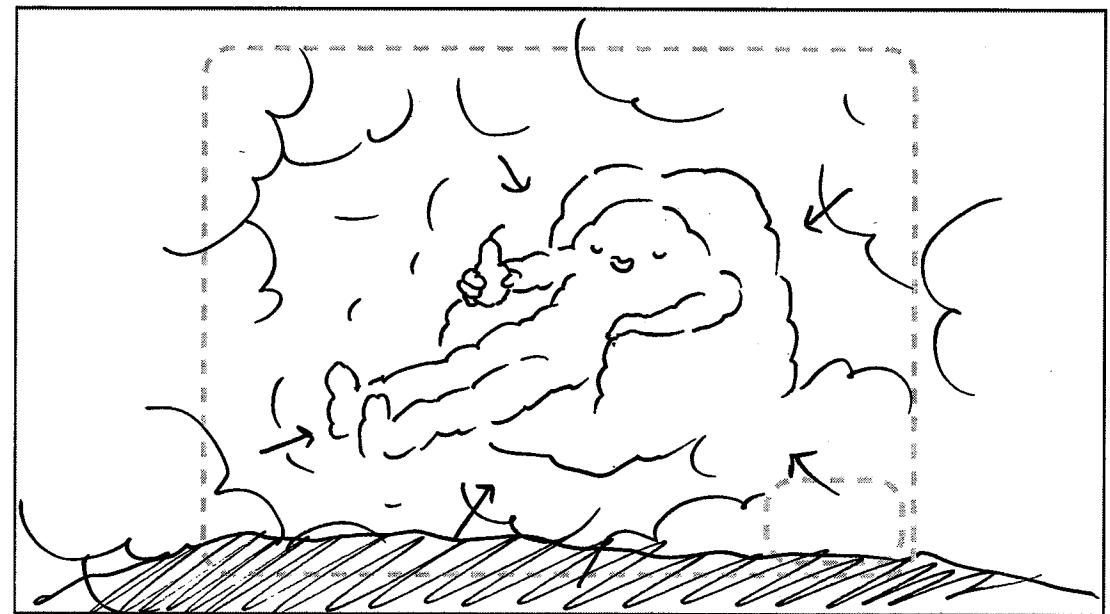
Sc.

130

Pnl. B

Bg.

day night



Sc.

131

Pnl. A

Bg.

day night



Dialog:

SKY GOLEM: Ahh...

GOLEM: Sigh...

Action:

Clouds come together to form  
Golem in chair w/ pear.

Timing:

Production :

EPISODE # 100863

# ADVENTURE TIME



Page 192

Sc.

131

Pnl. B

Bg.

day night

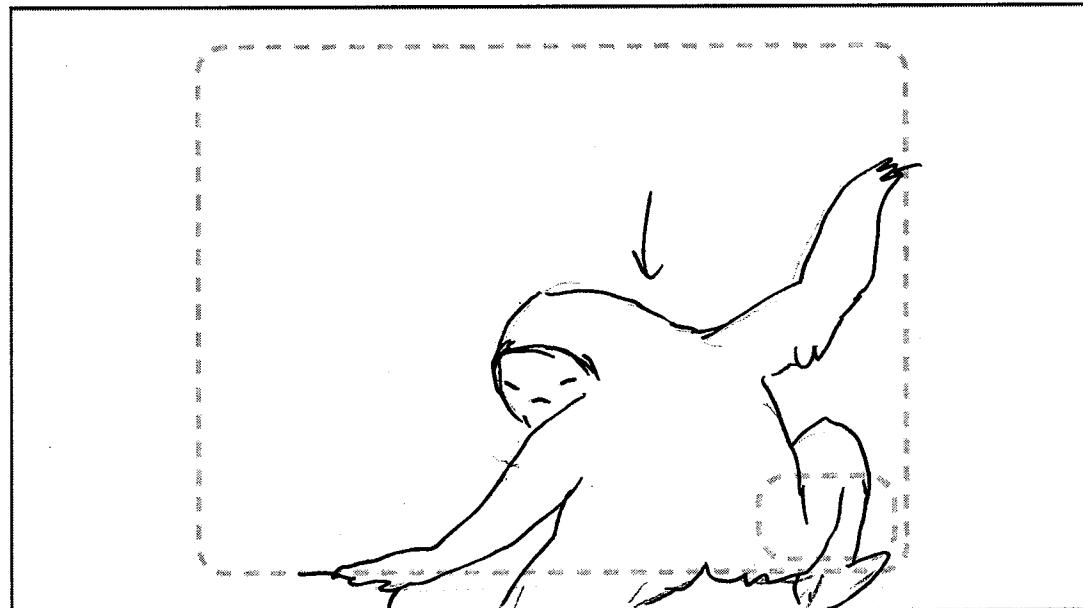
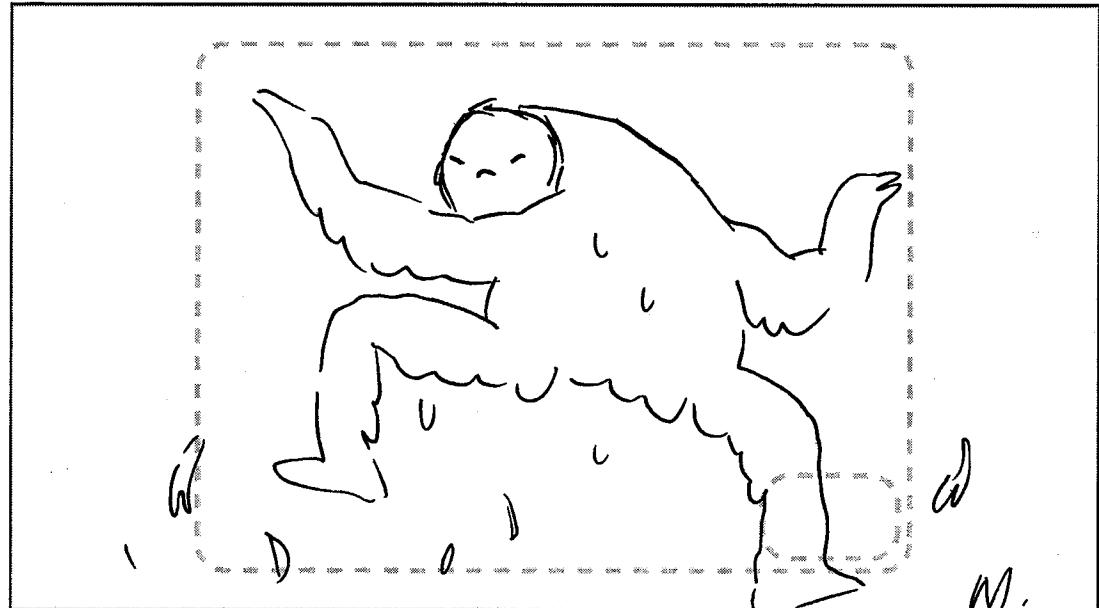
Sc.

131

Pnl. C

Bg.

day night



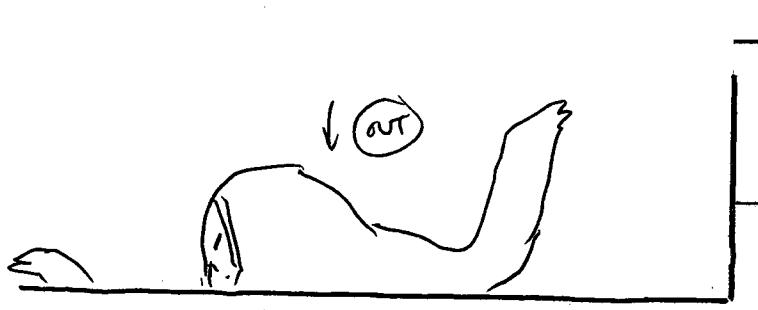
Dialog:

Golem.) harumph

Action:

Golem summons courage!

Timing:



Production :

100863

EPISODE #

# ADVENTURE TIME



Page 193

Sc.

132

Pnl. A

Bg.

day night

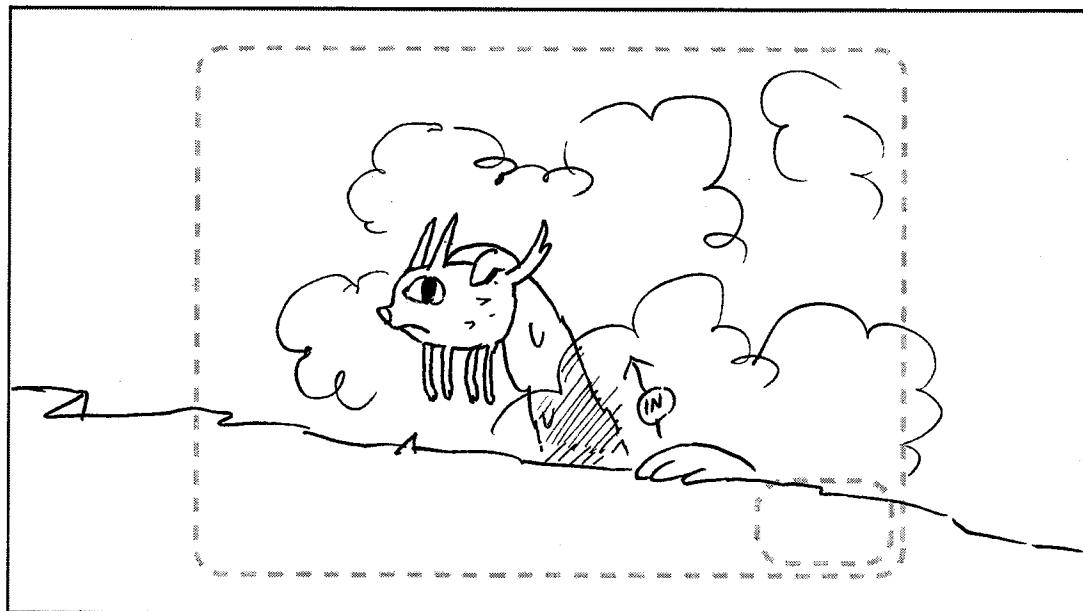
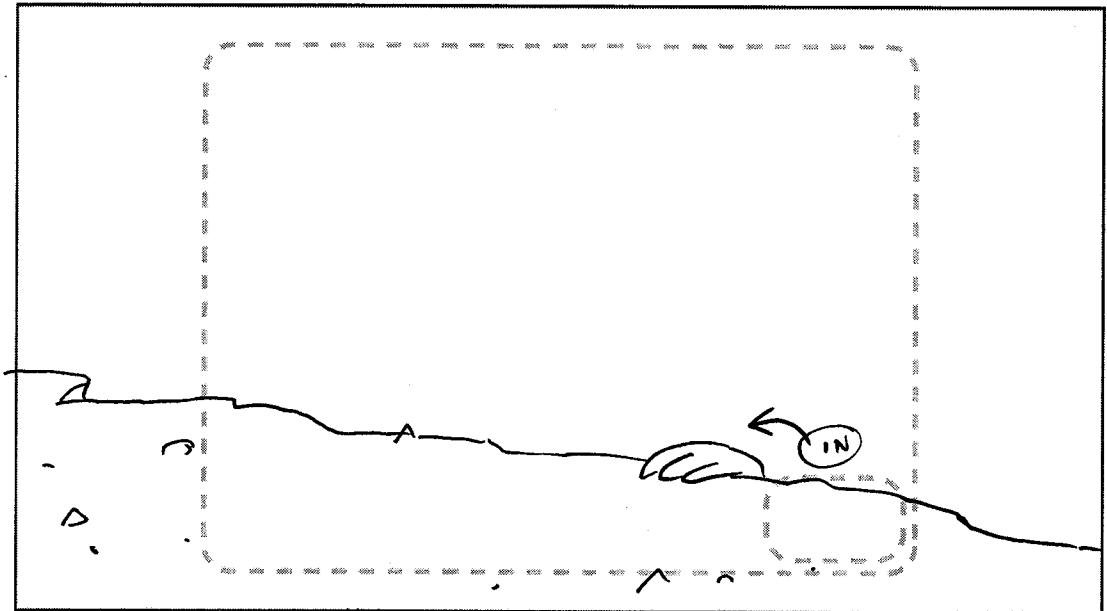
Sc.

13<sup>2</sup>

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

13

# ADVENTURE TIME



Page 194

Sc. 132

Pnl. C

Bg.

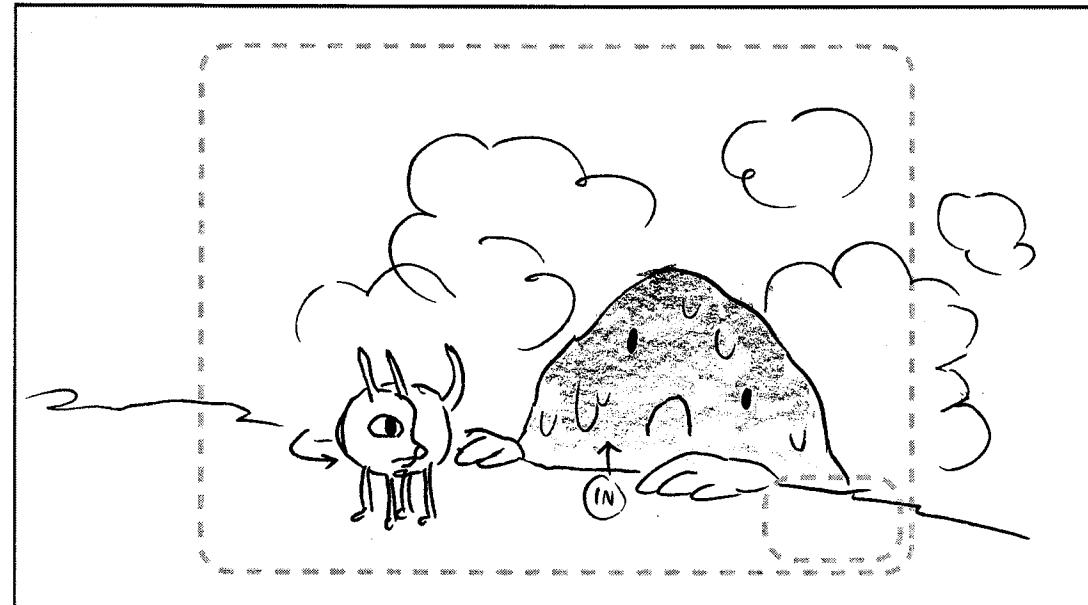
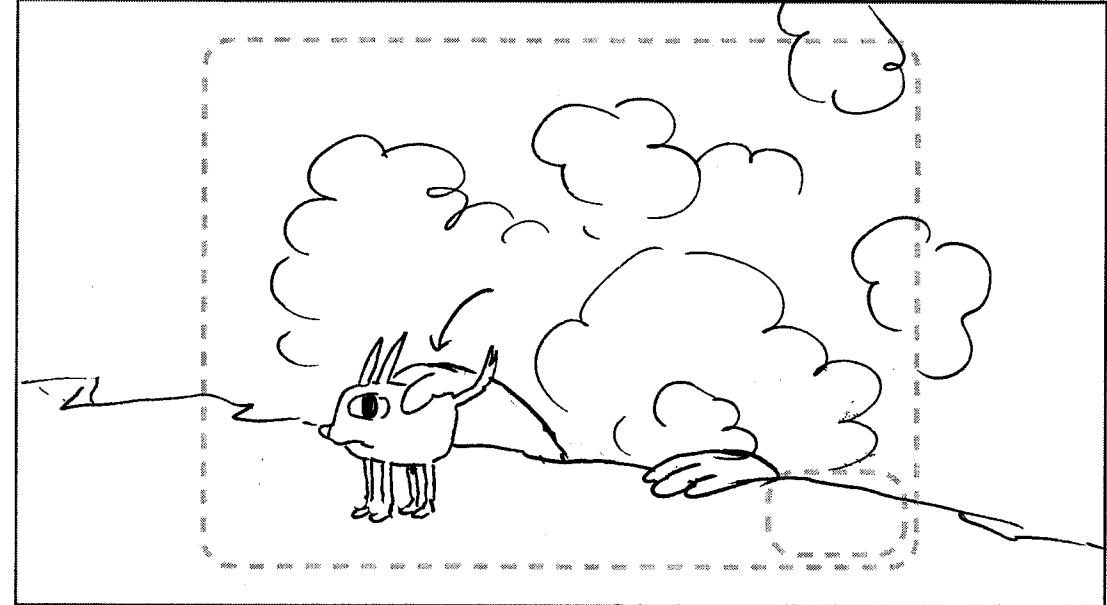
day night

Sc. 132

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

100863

# ADVENTURE TIME

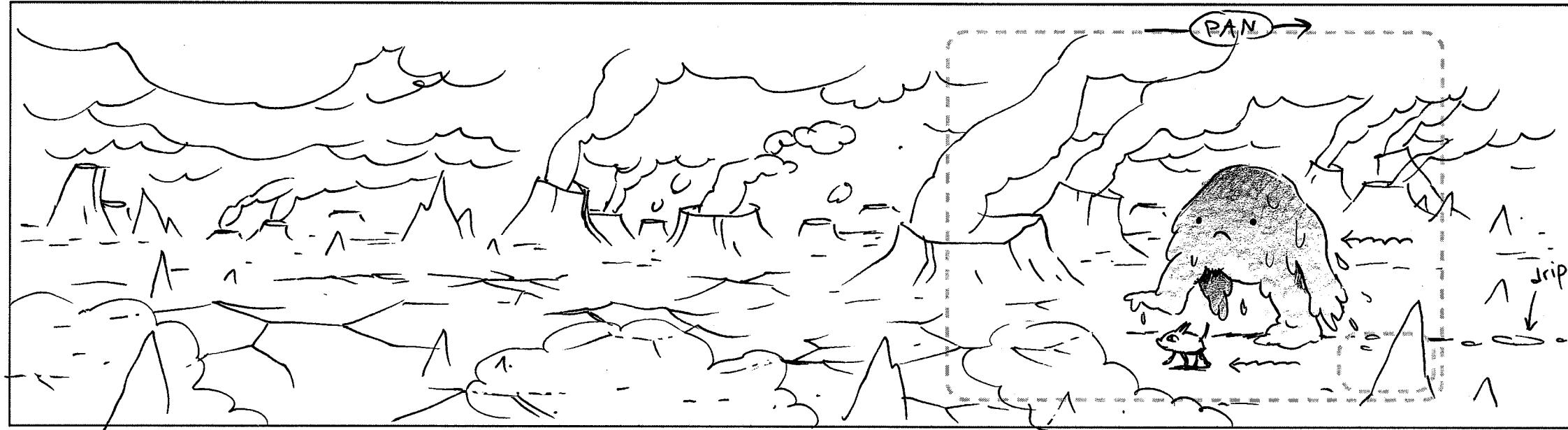


Page 195

Sc. 133

Pnl. A

Bg.



Dialog:

Action:

Timing:

EPISODE #

100863



177

Production :

# ADVENTURE TIME



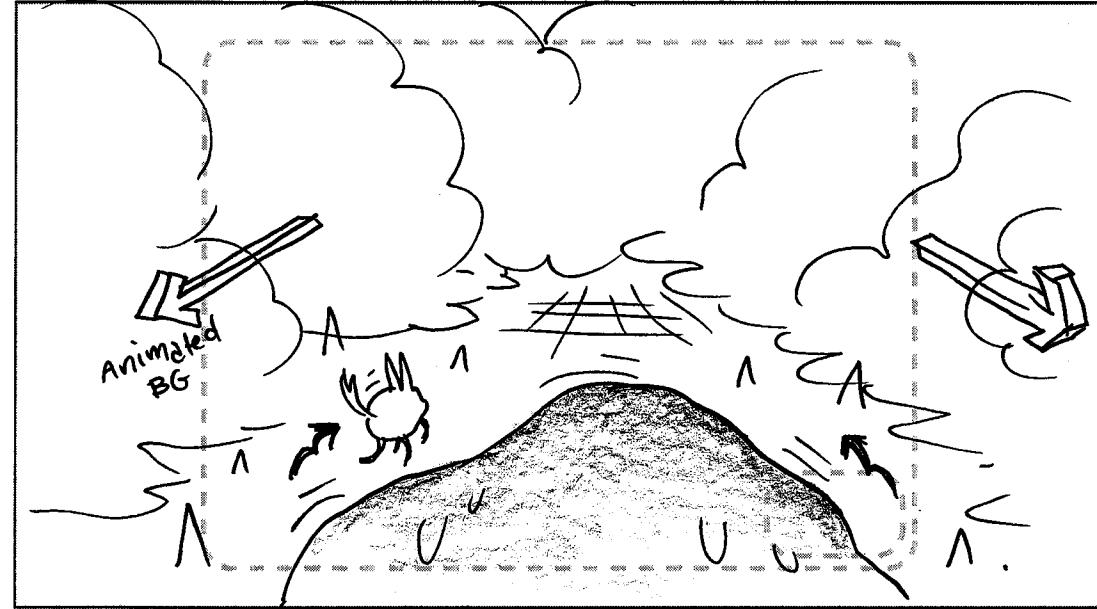
Page 196

Sc. 134

Pnl. A

Bg.

day night

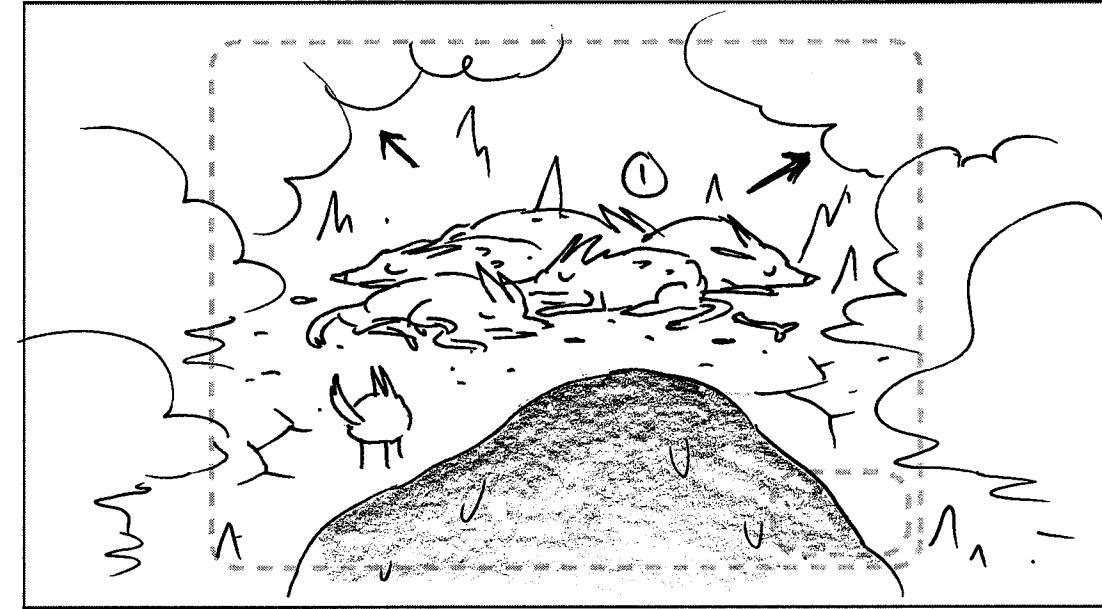


Sc. 134

Pnl. B

Bg.

day night



Dialog:

WOLF PACK : 3: GRRRRR . . .

178

Action:

smoke clouds part and reveal wolf pack.  
wolves notice golem and growl.

Timing:



Production :

100863

EPISODE #

# ADVENTURE TIME



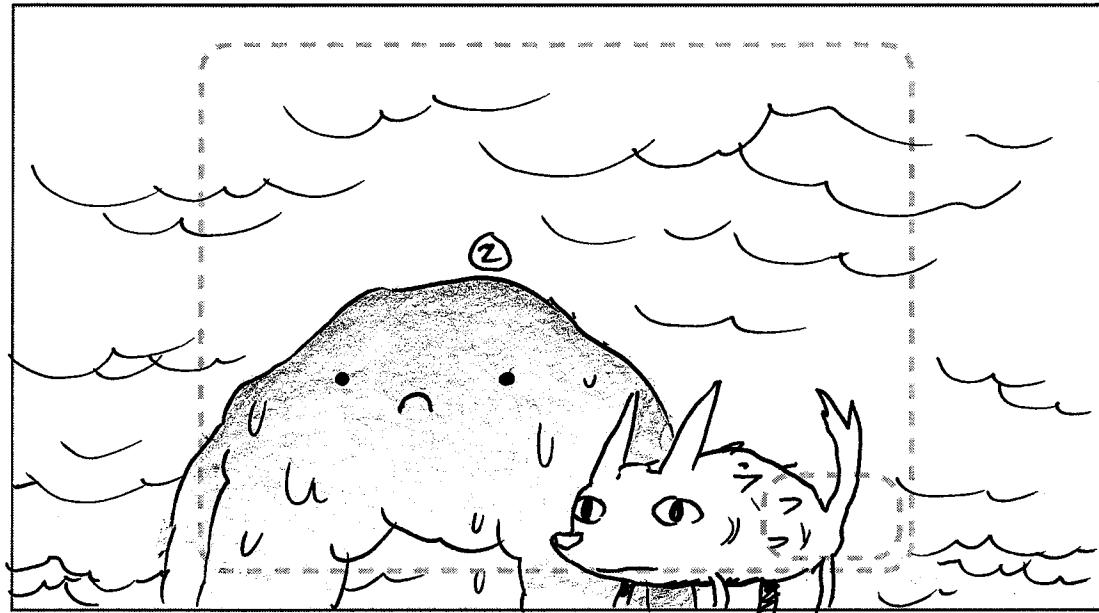
Page 197

Sc. 135

Pnl. A

Bg.

day night

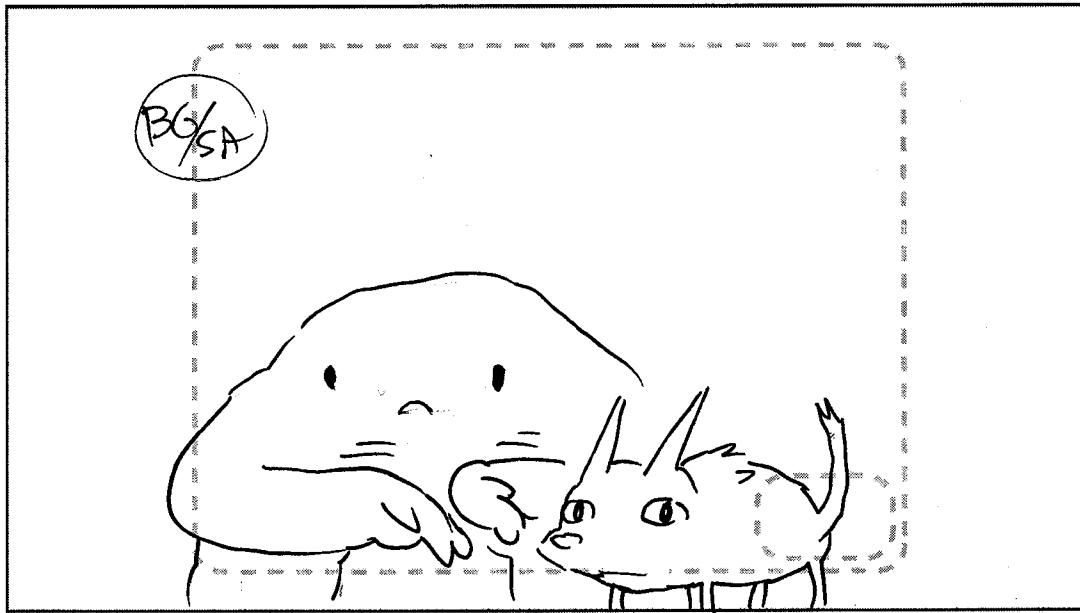


Sc. 135

Pnl. B

Bg.

day night



Dialog:

(Golem)

(doesn't open mouth)

mnmnmn

Action:

Golem gestures at pup, as if to say  
"I brought your pup!!"

Timing:

.) (1)

EPISODE #

Production :

100863

179

# ADVENTURE TIME



Page 198

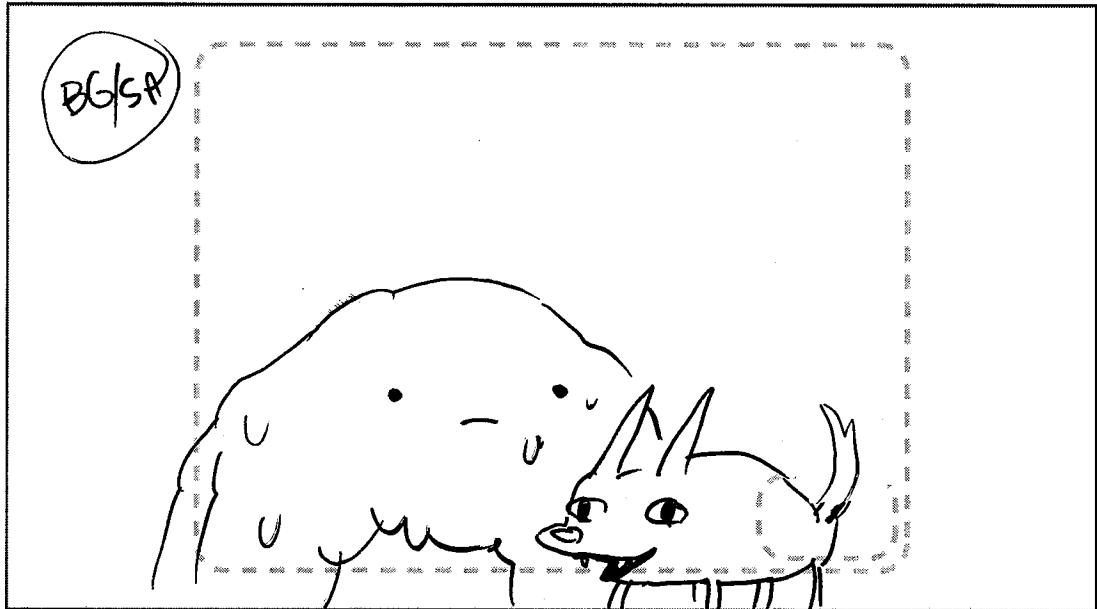
Sc.

135

Pnl. C

Bg.

day night



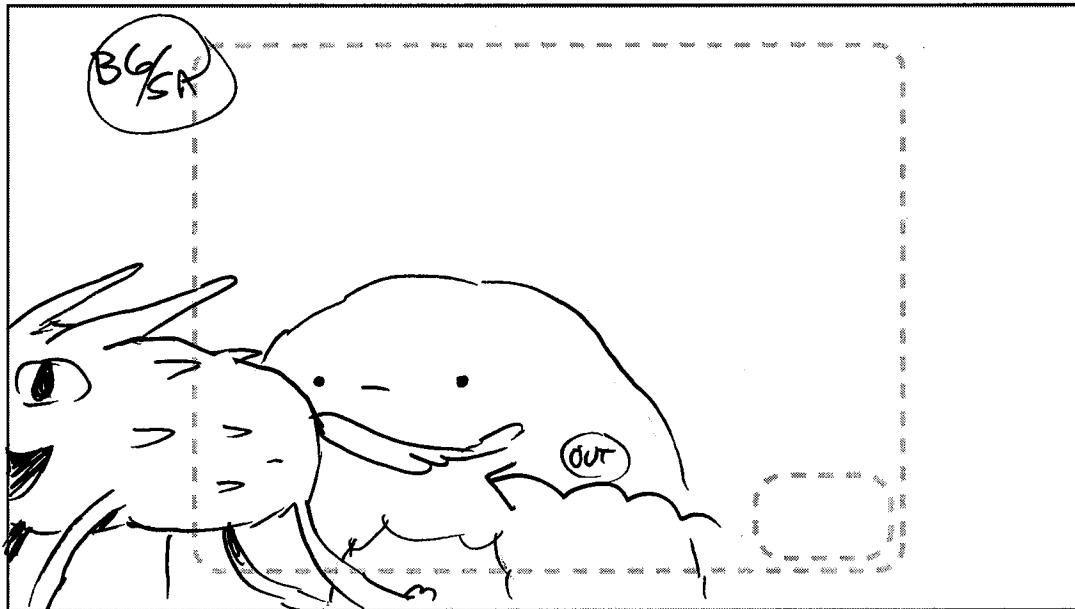
Sc.

135

Pnl. D

Bg.

day night



Dialog:

(Pup:) YIP YIP!!

EPISODE # 1 0 0 8 6 3

Action:

180

Timing:

Production :

# ADVENTURE TIME



Page 199

Sc.

135

Pnl.

E

Bg.

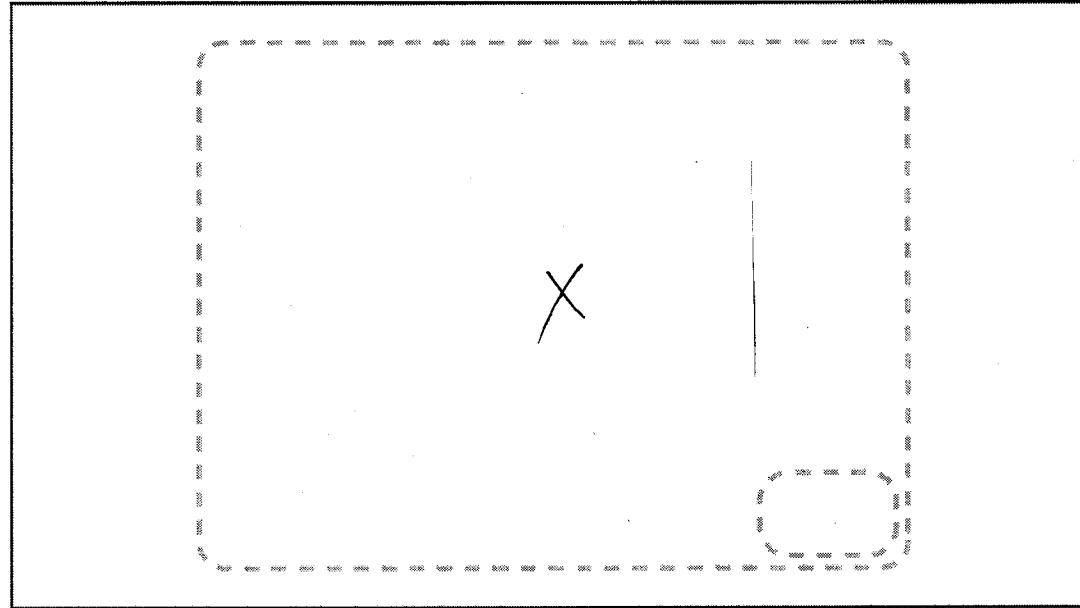
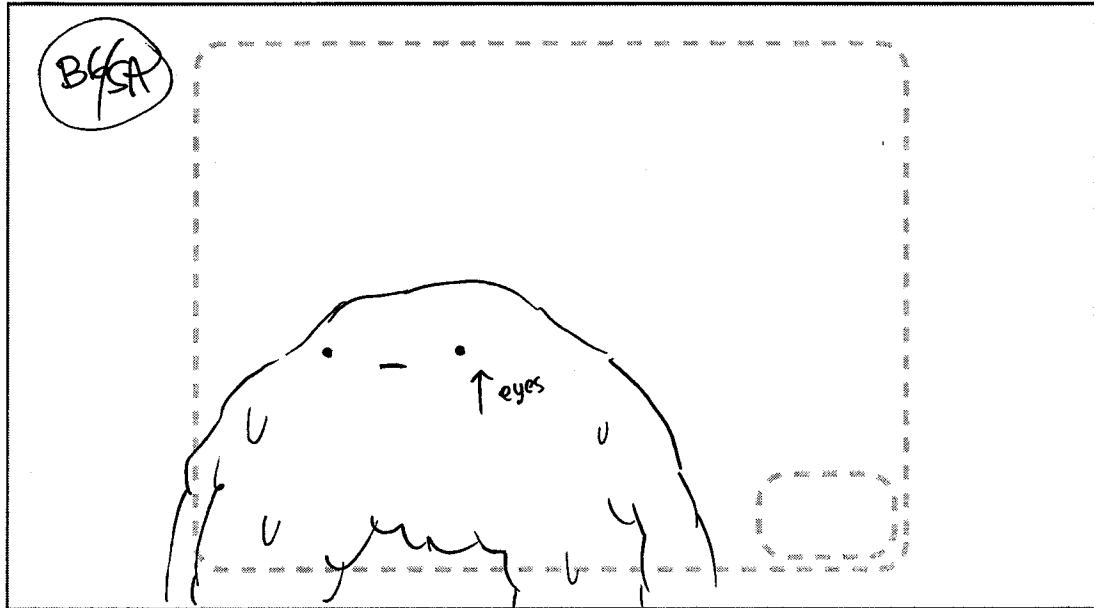
day night

Sc.

Pnl.

Bg.

day night



Dialog:

181

Action:

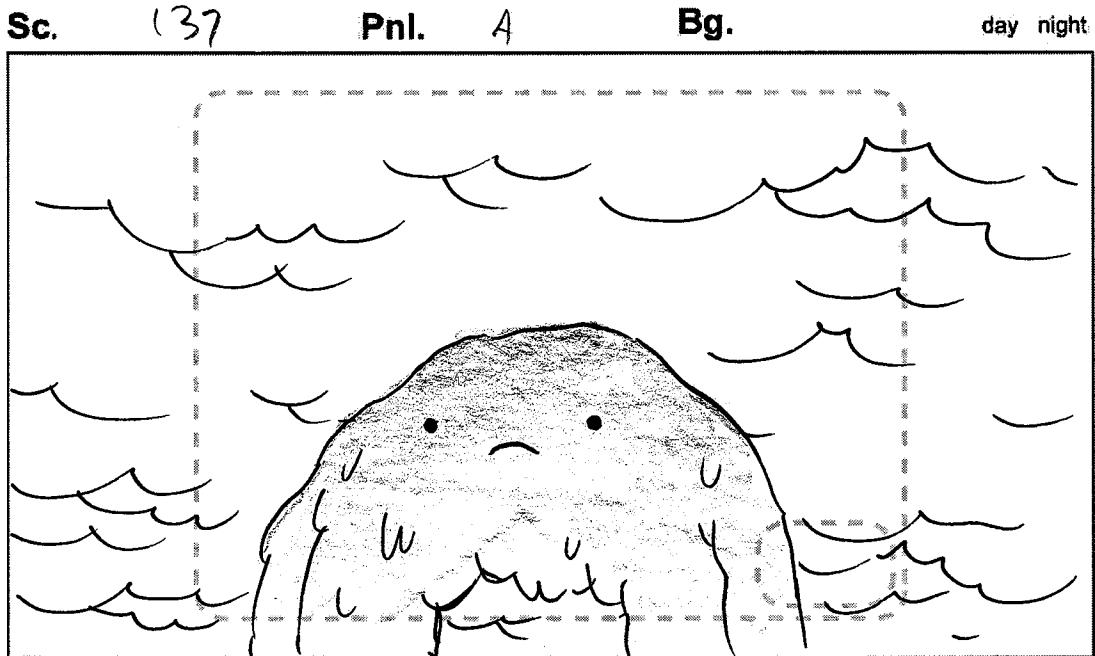
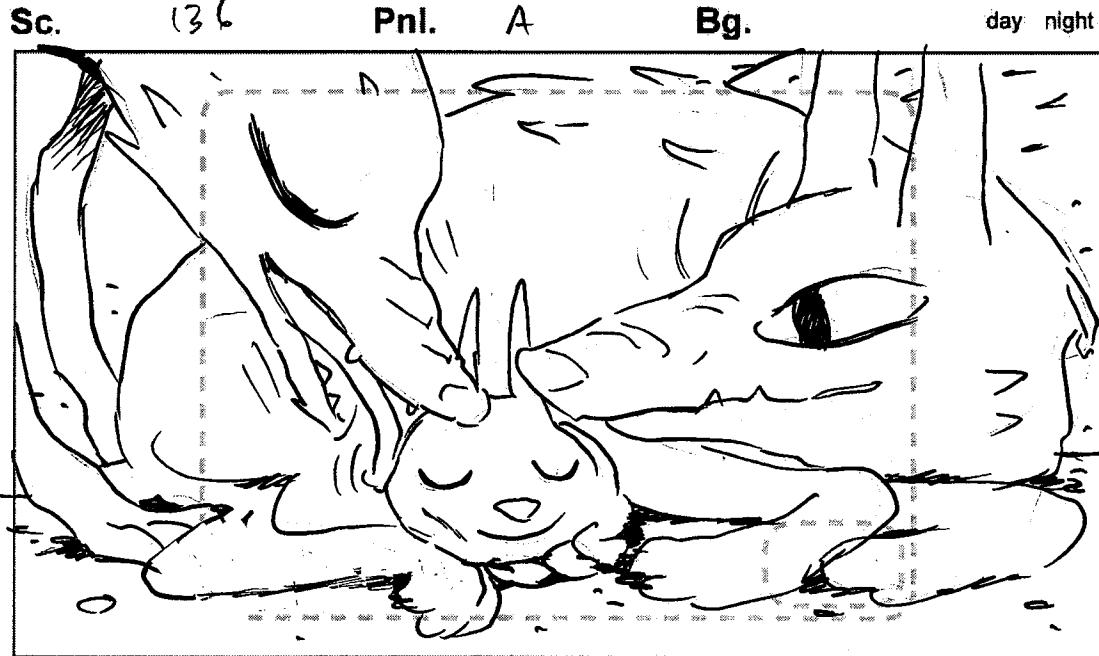
Production :

Timing:

# ADVENTURE TIME



Page 200



Dialog:

SFX: \*lick lick lick\*

Action:

Wolf licks pup

Timing:

EPISODE #

Production :

100863

181.5

# ADVENTURE TIME



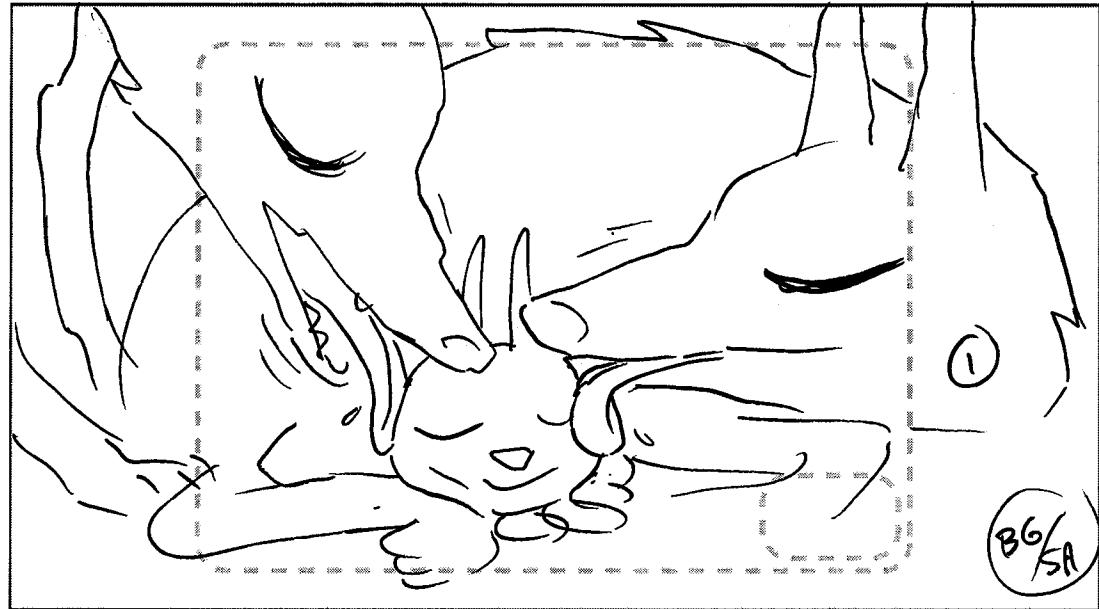
Page 101

Sc. 138

Pnl. A

Bg.

day night

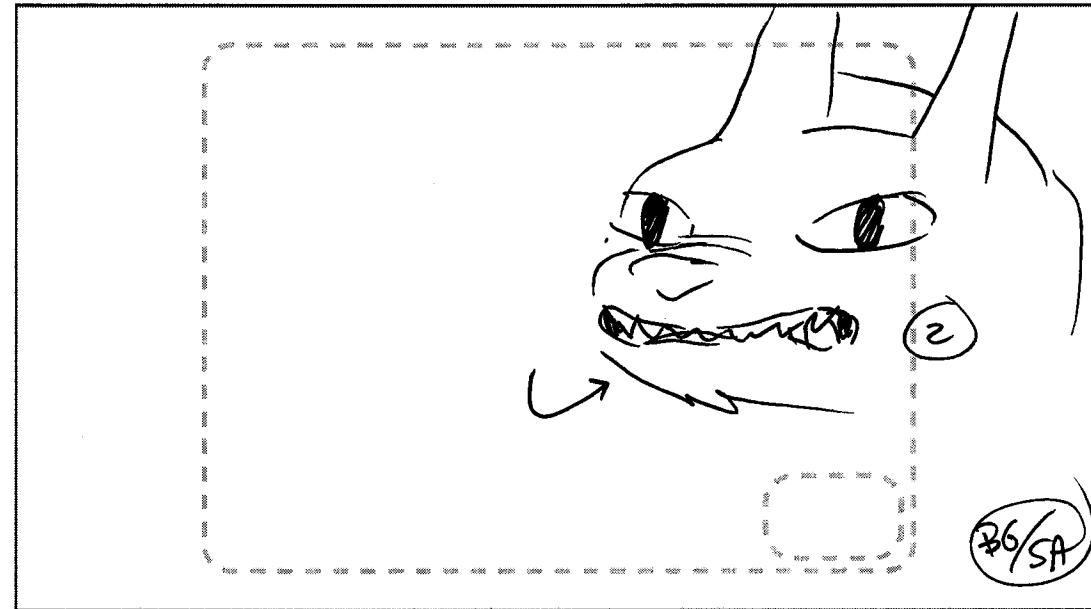


Sc. 138

Pnl. B

Bg.

day night



100863

EPISODE #

182

Dialog:

SFX: \*Lick lick lick\*

(WOLF): GRRRRR

Action:

Both wolves lick pup.

wolf turns and growls at Golem

Timing:

Production :

# ADVENTURE TIME



Page 1702

Sc. 139

Pnl. A

Bg.

day night

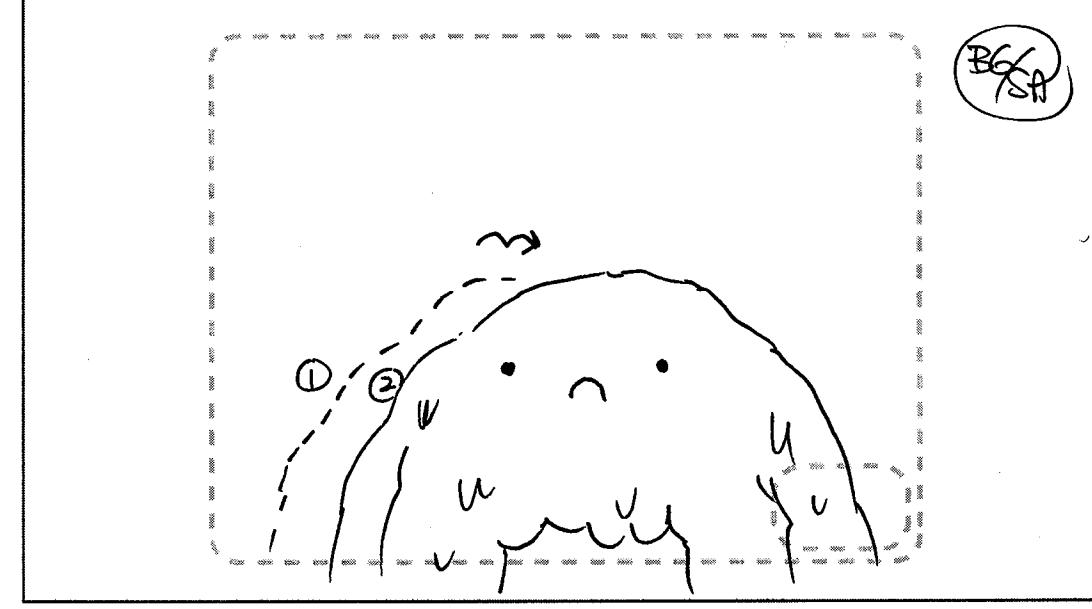
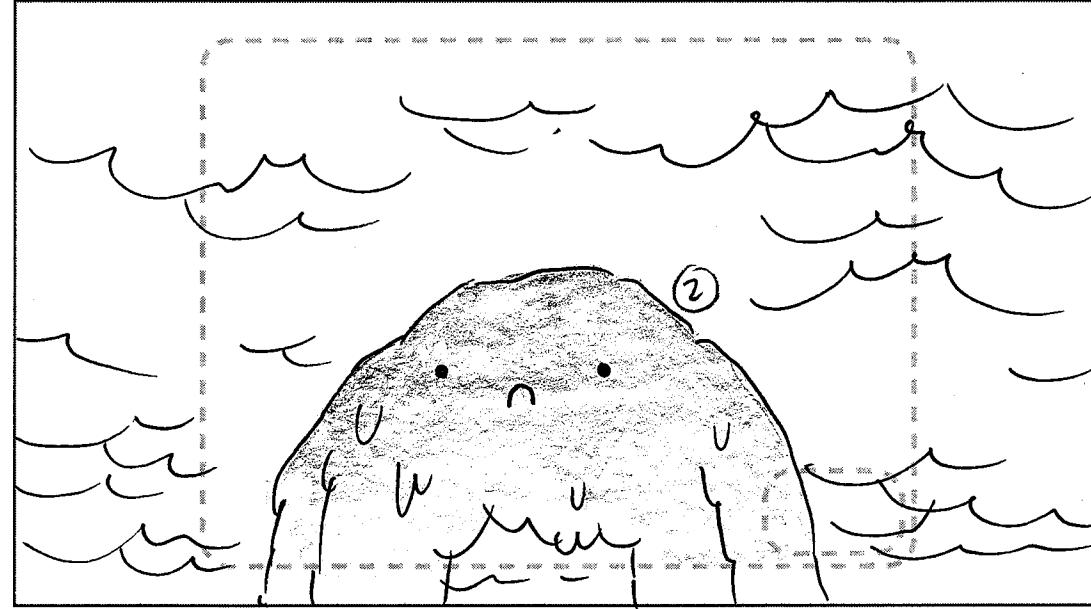
Sc.

139

Pnl. B

Bg.

day night



Dialog:

100863

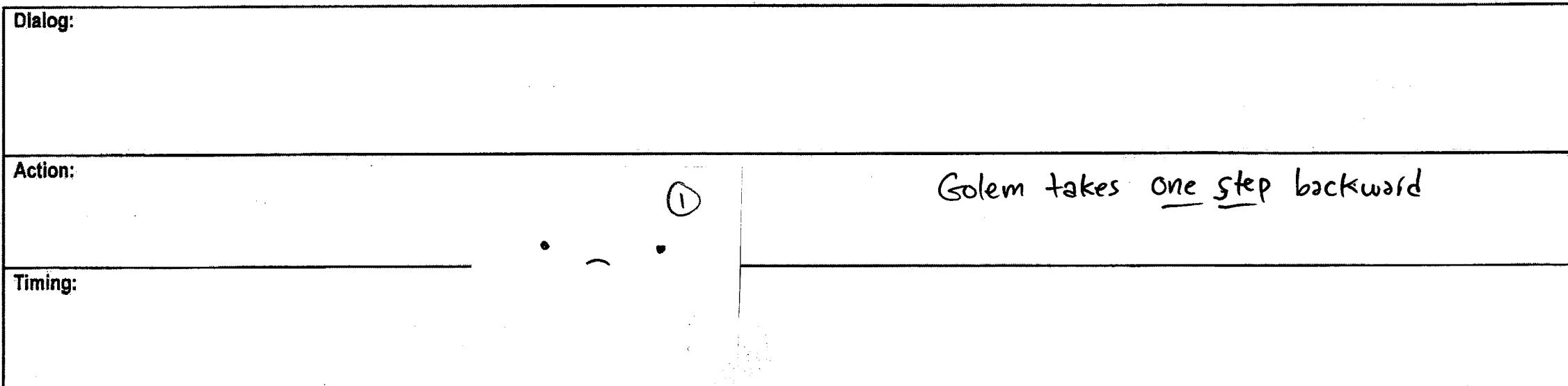
EPISODE #

182.5

Action:

Golem takes one step backward

Timing:



Production :

# ADVENTURE TIME



Page 203

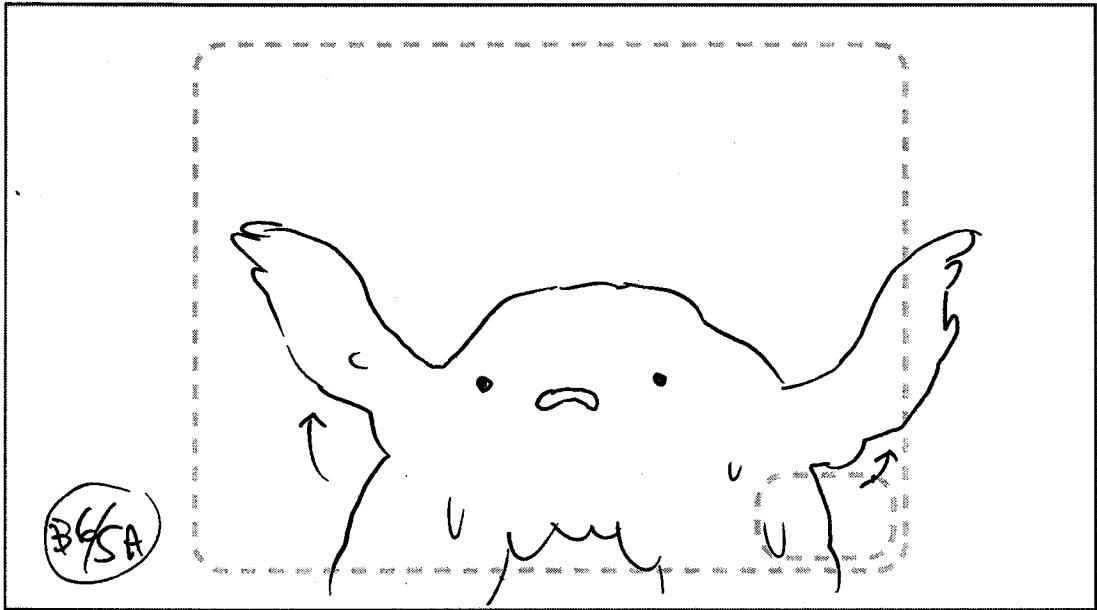
Sc.

139

Pnl. C

Bg.

day night



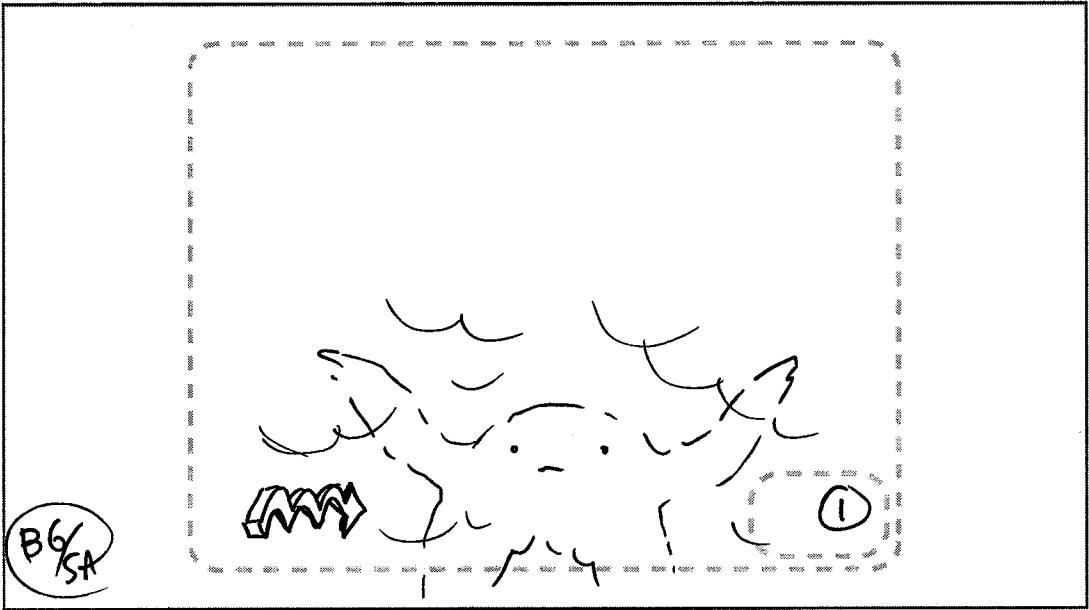
Sc.

139

Pnl. D

Bg.

day night



**Dialog:**

(Golem) (calmly) gynah

**Action:**

Golem walks backward and disappears into smoke.

**Timing:**

Production :

100863

EPISODE #

103

# ADVENTURE TIME



Page 204

Sc. 139

Pnl. E

Bg.

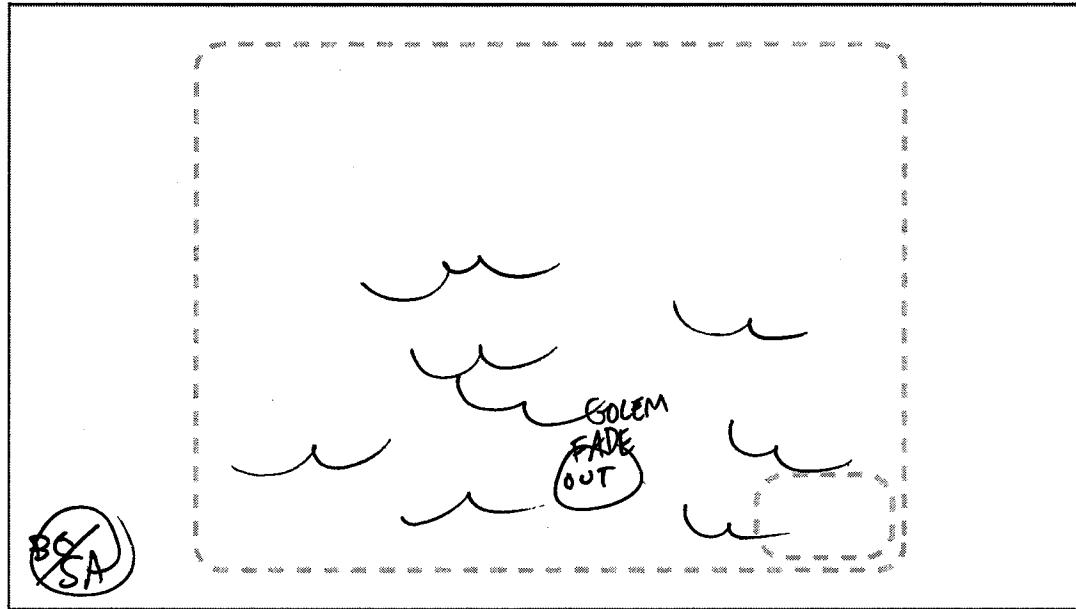
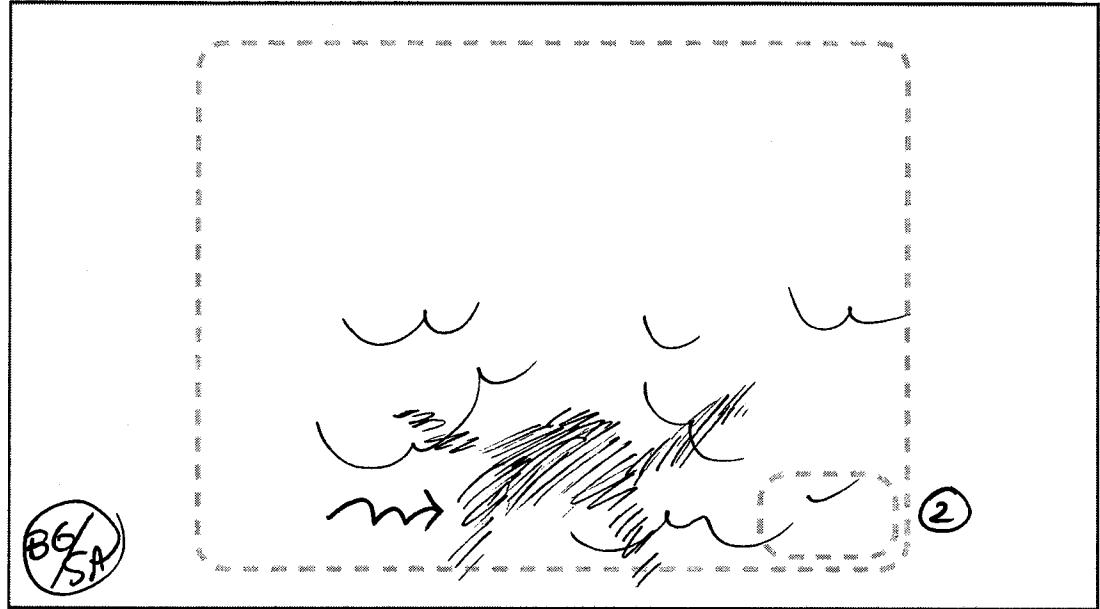
day night

Sc. 139

Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

100863

184

# ADVENTURE TIME

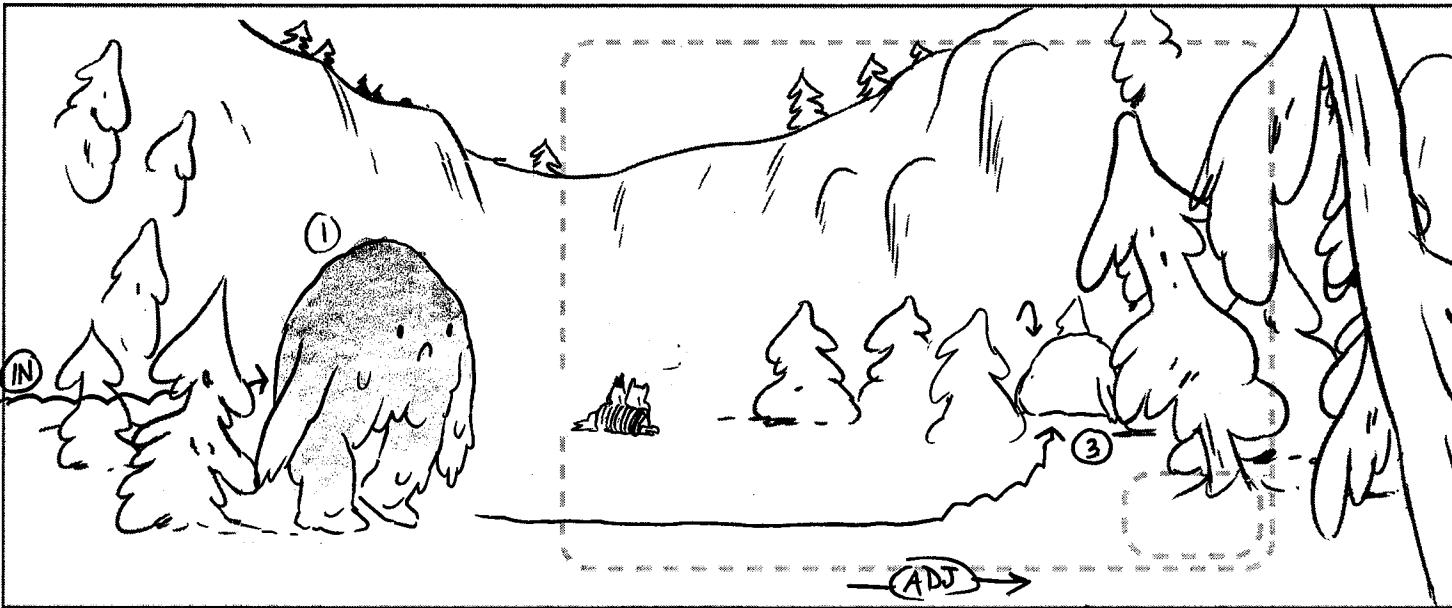


Page 205

Pnl. 140

Bg. A

day night



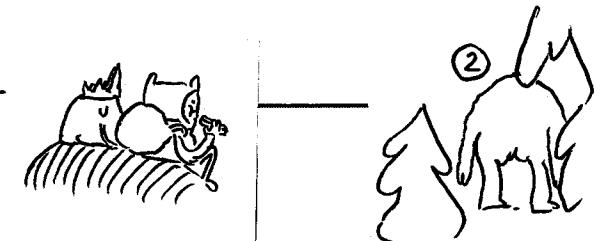
100863

EPISODE #

100863

Dialog:

Action:



Timing:

Golem walks past F+J  
then sits down in snow.

Production :

# ADVENTURE TIME

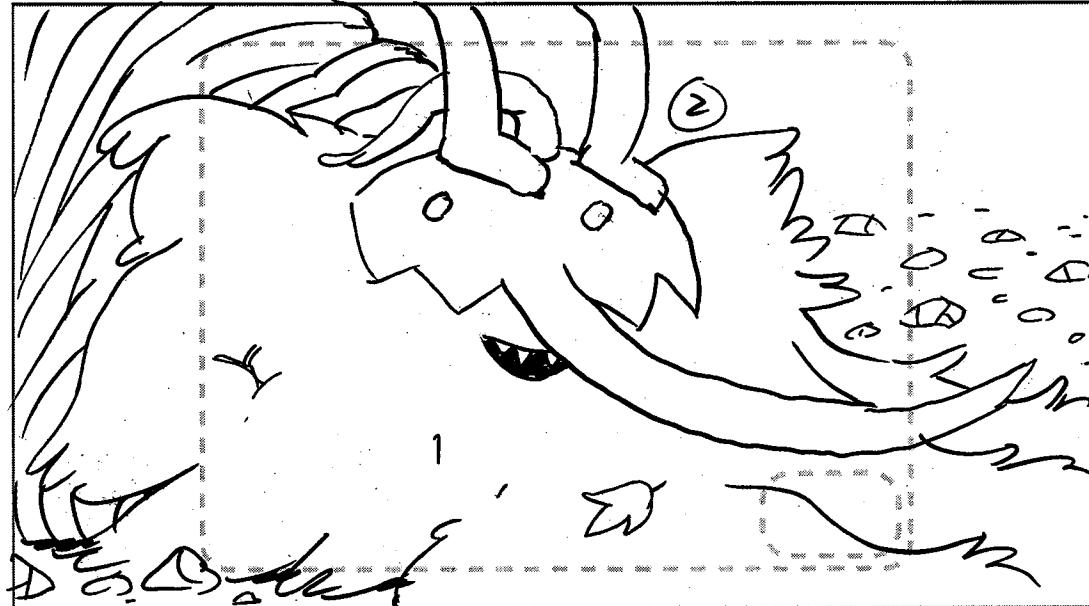


Page 206

Sc. 141 Pnl. A Bg. day night



Sc. 142 Pnl. A Bg. day night



100863

EPISODE #

186

Dialog:

JAKE: \* chew chew \*

FINN: \* chomp chew \*

Action:

Finn bites sandwich.



Timing:

ICE KING: Boy, those sandwiches look REALLY COOL.

Production :

# ADVENTURE TIME



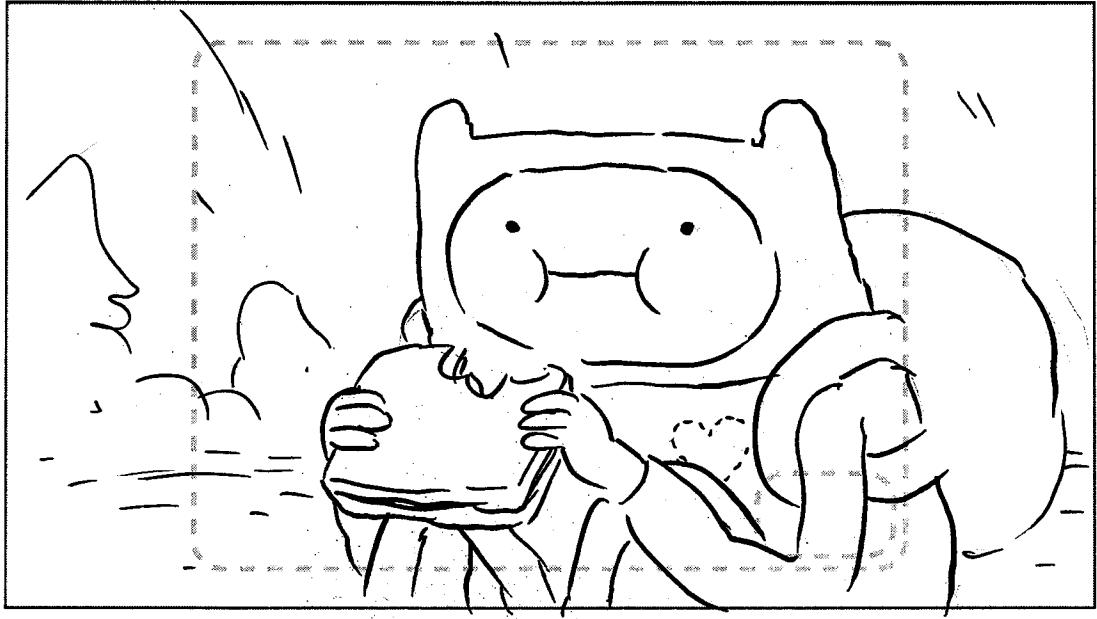
Page 207

Sc. 143

Pnl. A

Bg.

day night



Sc. 144

Pnl. A

Bg.

day night



Dialog:

(F:) \* chew chew \*

(I.K.) it looks like it'd be really awesome to try a bite of one a those.

Action:

Finn chews

Timing:

100863

EPISODE #

157

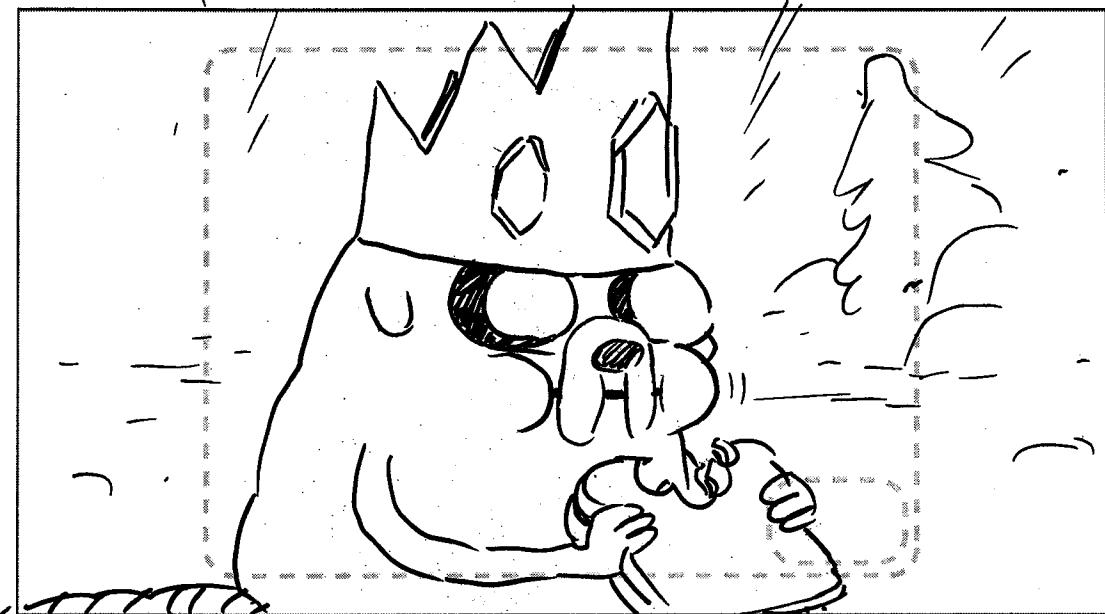
Production :

# ADVENTURE TIME

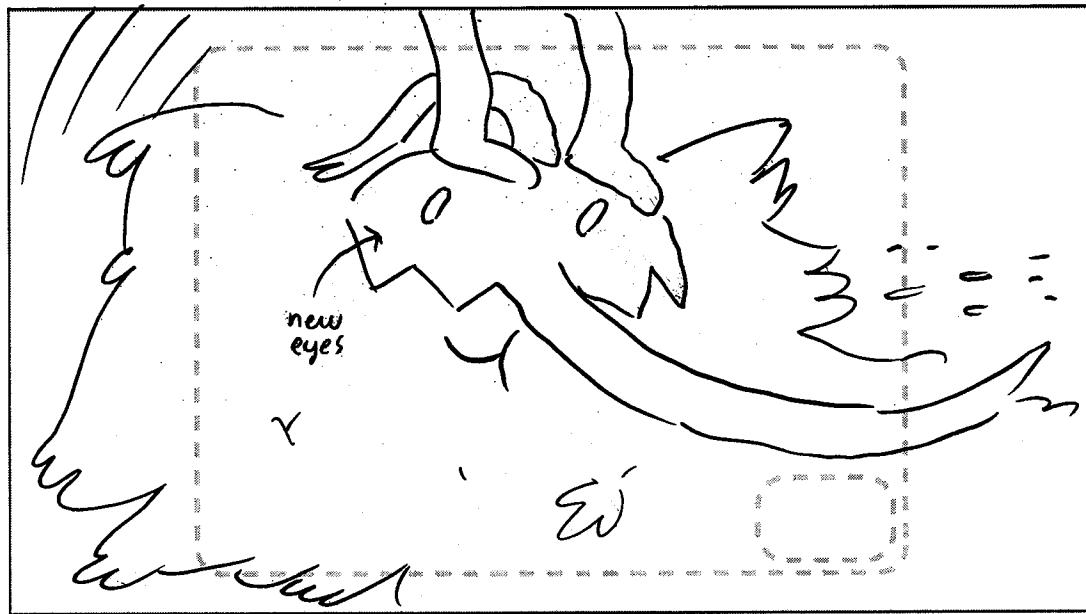


Page 208

Sc. ~~144~~ 145 Pnl. A Bg. day night



Sc. 146 Pnl. A Bg. day night



## Dialog:

(J:) \* chew chew \*

- BEAT -

## Action:

Jake chews

## Timing:

EPISODE #

100863

Production :

108

# ADVENTURE TIME



Page 209

Sc. 146

Pnl. B

Bg.

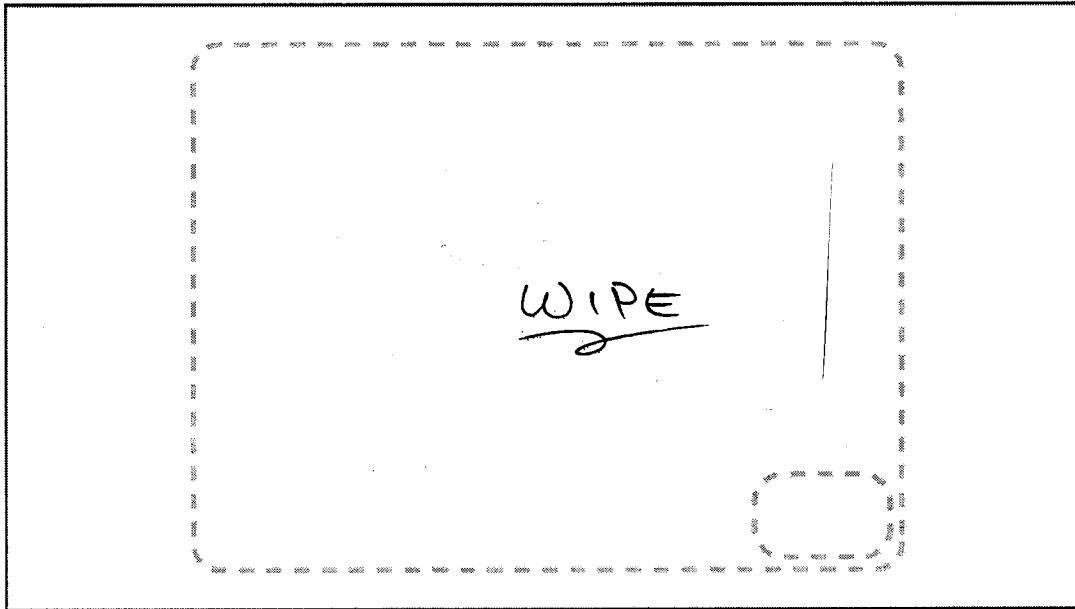
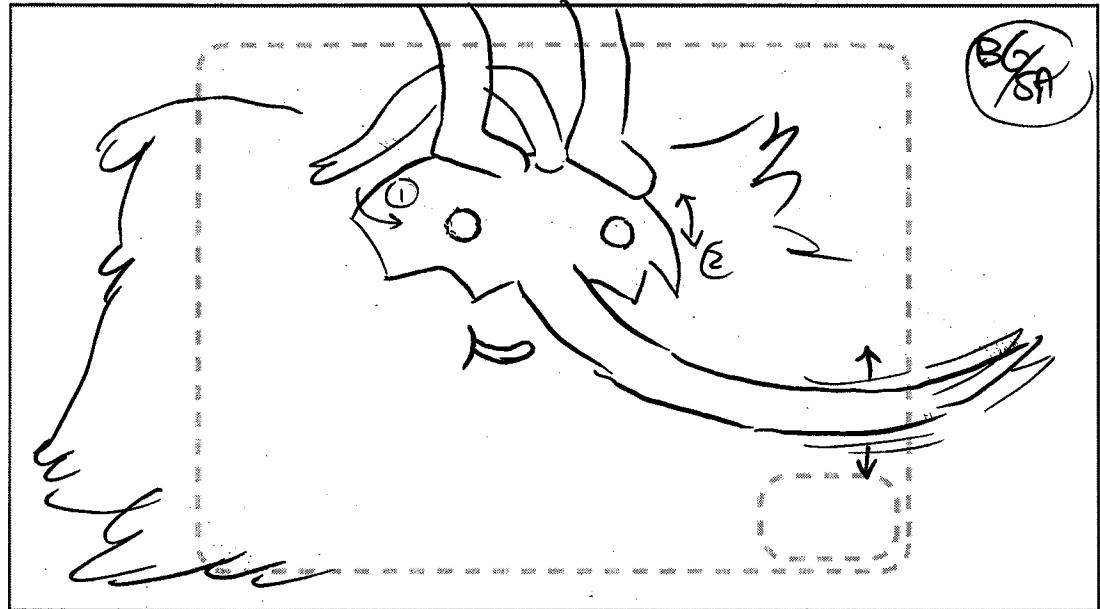
day night

Sc.

Pnl.

Bg.

day night



Dialog:

I.K. Right on, right on.

(1) Eyes look forward

Action: (2) Ice King nods slightly as he speaks

Timing:

Production :

100863

EPISODE #

189

# ADVENTURE TIME



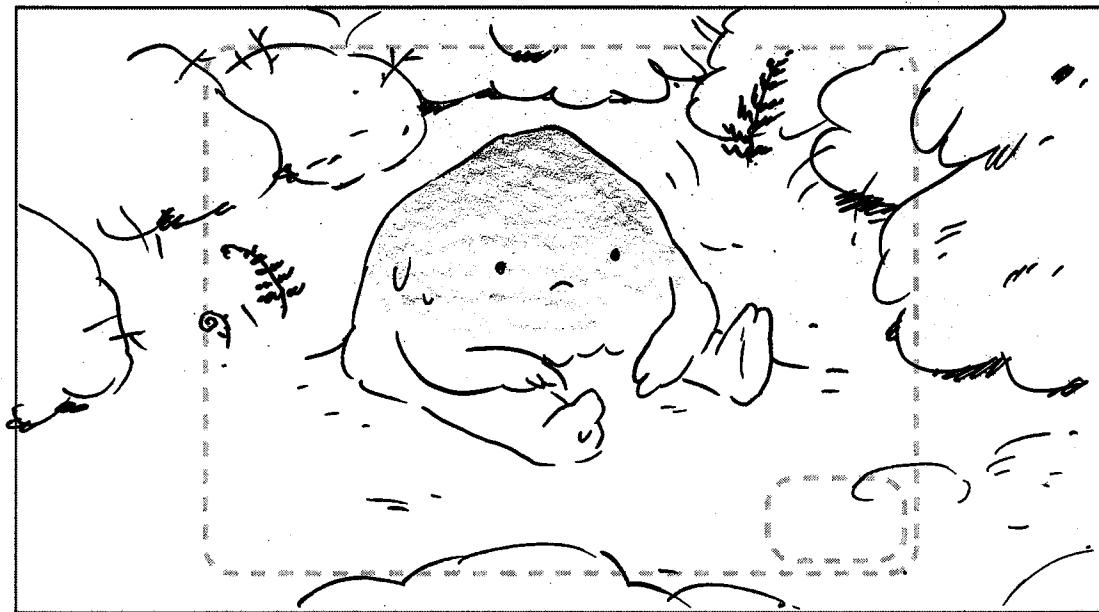
Page 210

Sc. 147

Pnl. A

Bg.

day night

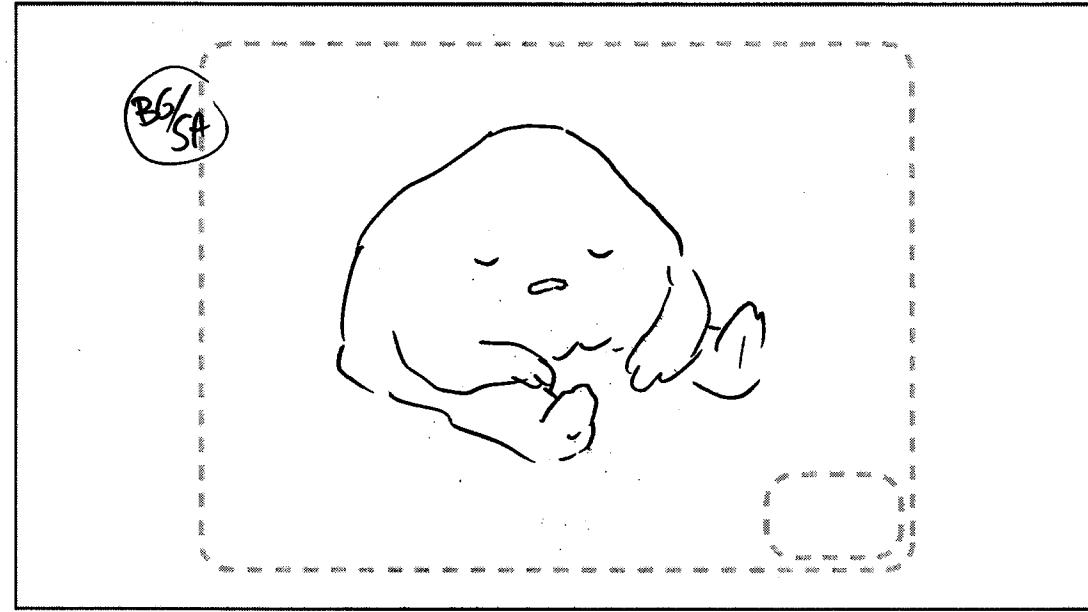


Sc. 147

Pnl. B

Bg.

day night



Dialog:

(GOLEM) \* SIGH \*

Action:

Timing:

100863

EPISODE #

Production :

190

# ADVENTURE TIME



Page 211

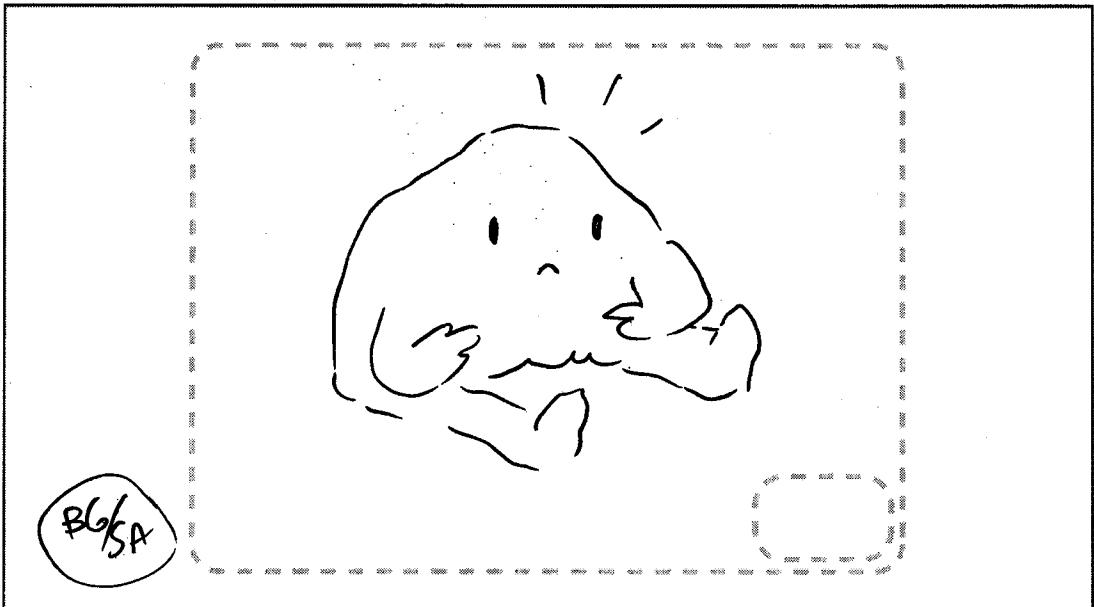
Sc.

147

Pnl. C

Bg.

day night



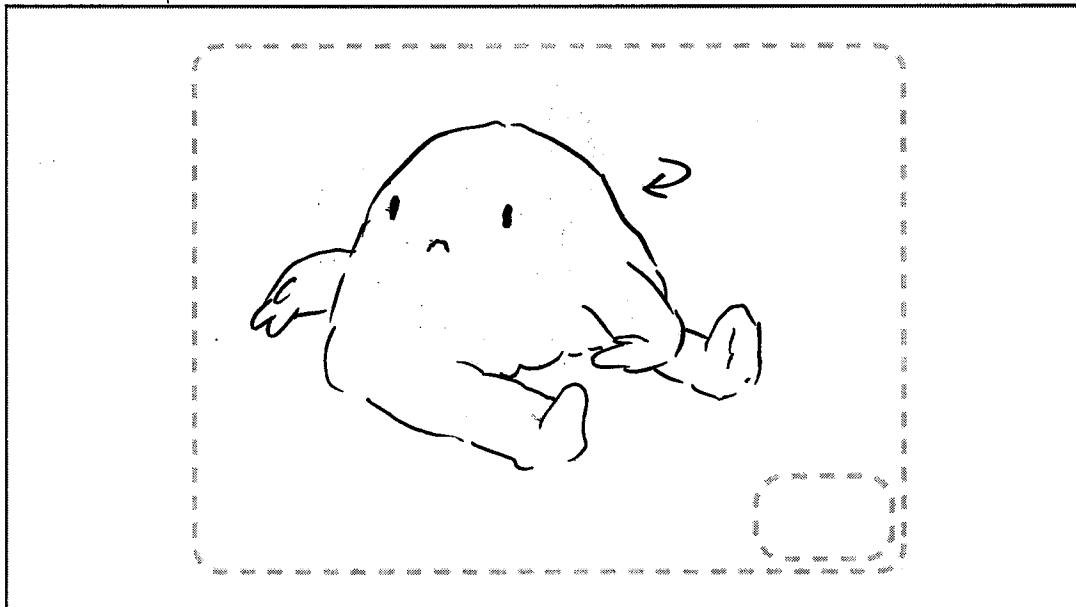
Sc.

147

Pnl. D

Bg.

day night



Dialog:

SFX: \*TWIG SNAP\*

Action:

Golem hears twig snap.

Timing:

EPISODE #

Production :

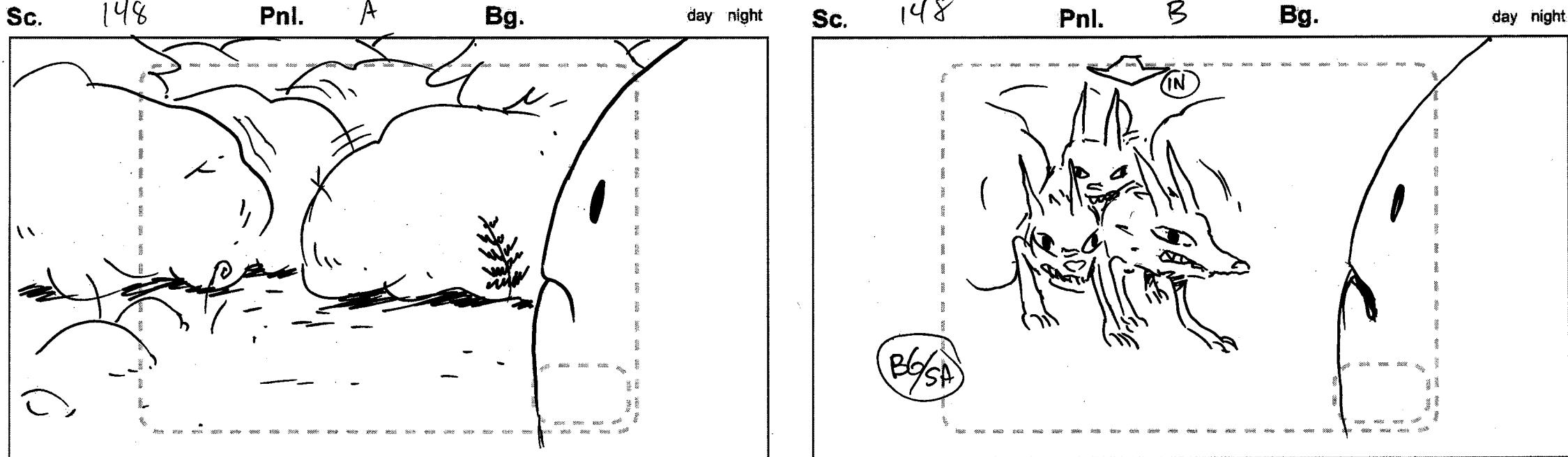
100863

171

# ADVENTURE TIME



Page 212



### Dialog:

SFX: \* rustle rustle \*

\* rustle rustle \*

192

### Action:

Bushes jiggle

Wolves slowly push through bushes

### Timing:

Production :

100863

EPISODE #

# ADVENTURE TIME



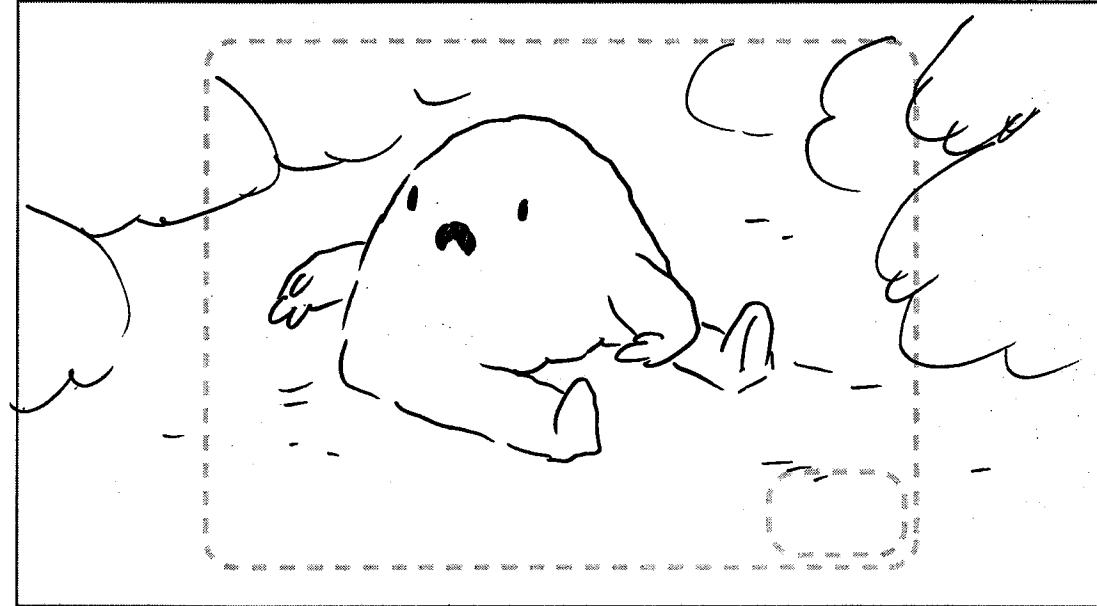
Page 213

Sc. 149

Pnl. A

Bg.

day night

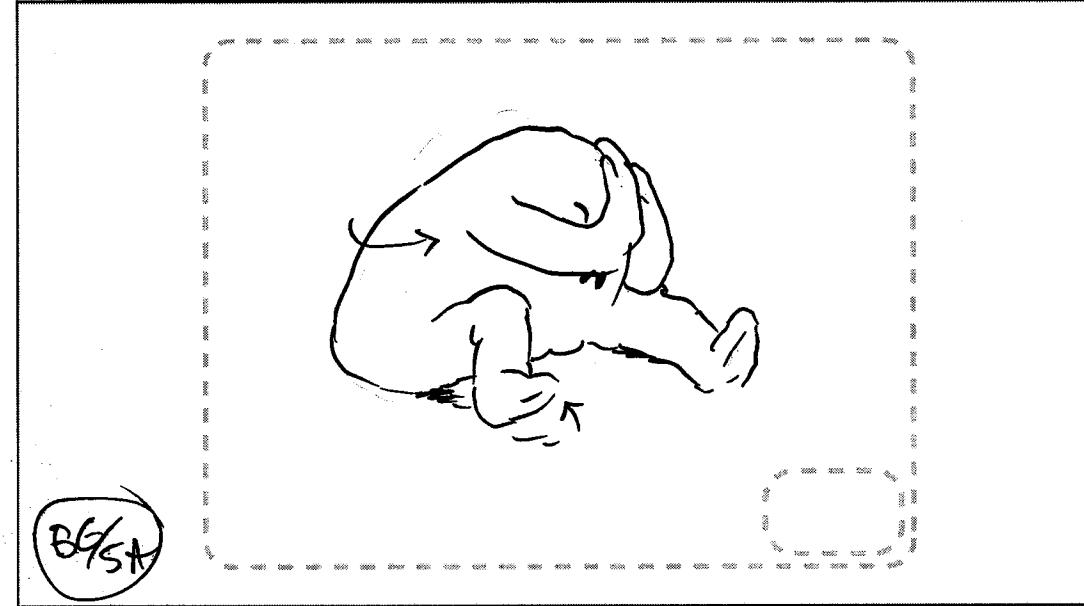


Sc. 149

Pnl. B

Bg.

day night



Dialog:

**(GOLEM:)** Gnyahh!

193

Action:

Golem prepares to be attacked

Timing:

Production :

100863

# ADVENTURE TIME



Page 214

Sc.

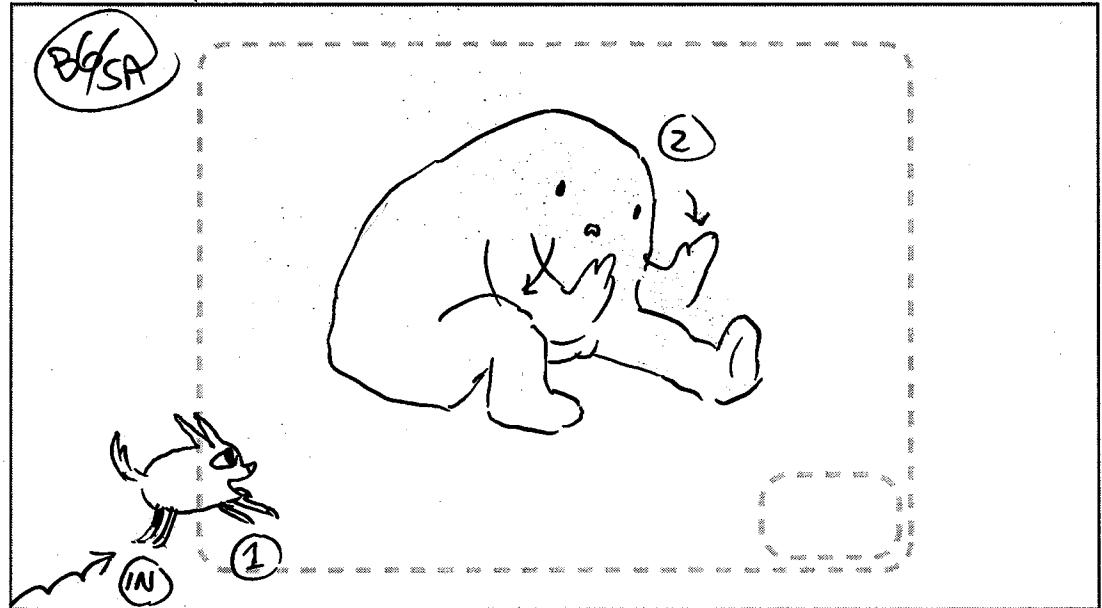
149

Pnl.

C

Bg.

day night



Sc.

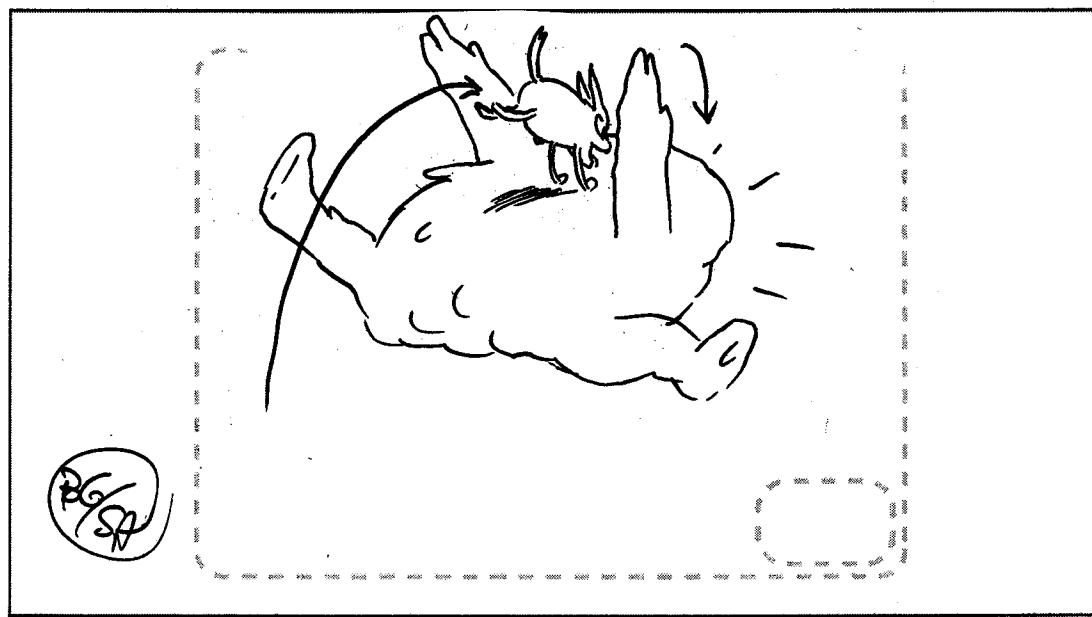
149

Pnl.

D

Bg.

day night



Dialog:

PUP: YIP YIP !!

Action:

- (1) Pup enters, barking
- (2) Golem lowers arms

Timing:

Production :

EPISODE #

100863

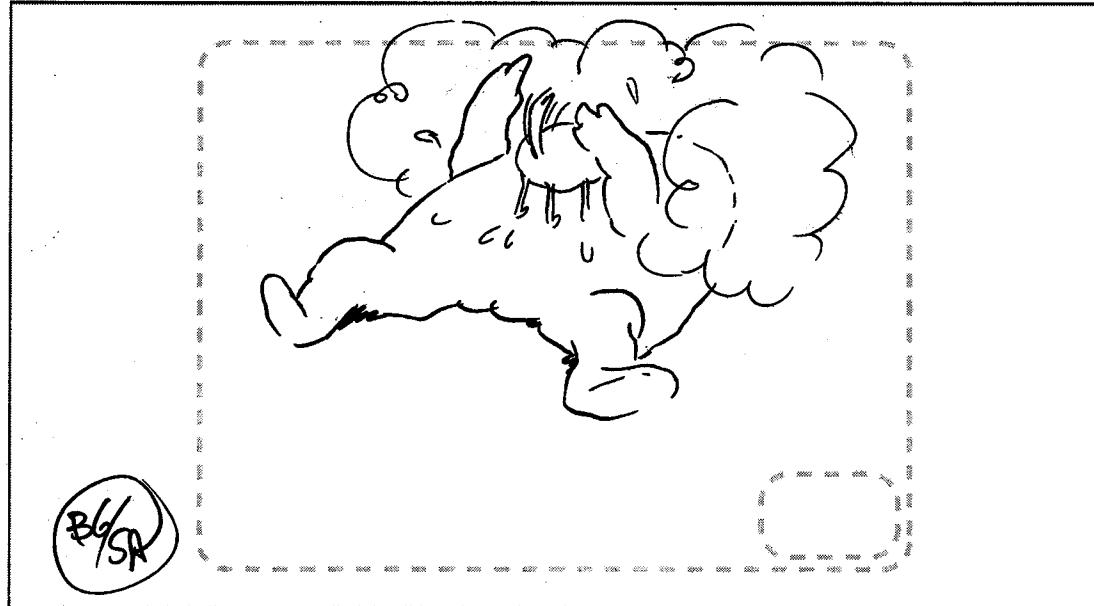
194

# ADVENTURE TIME



Page 215

Sc. 149 Pnl. E Bg. day night



Sc. 150 Pnl. A Bg. day night



100863

EPISODE #

149

Dialog:

SFX: \* TSSSSSSS \*

(PUP): YIP YIP YIP!

(GOLEM): HA HA HA

SFX: \* TSSSSSSS \*

Action:

Steam and water drops come off Golem

steam + water drops

Timing:

Production :

# ADVENTURE TIME



Page 216

Sc.

150

Pnl.

B

Bg.

day night



Sc.

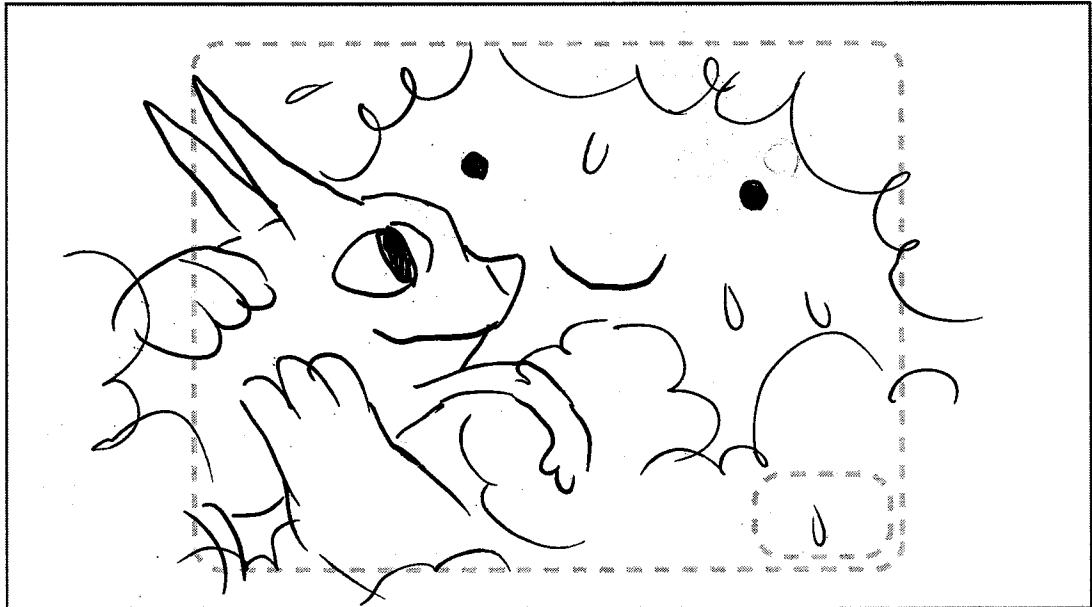
150

Pnl.

C

Bg.

day night



Dialog:

SFX: \* Lick Lick \*

Golem: \* laughing \*

SFX: \* tssssss \*

Action:

pup licks golem's face

Timing:

SFX: \* tssssss \*

Production :

EPISODE #

100863

196

# ADVENTURE TIME



217

Page

Sc. 150 Pnl. D Bg. day night



Sc. 150 Pnl. E Bg. day night



100863

EPISODE #

197

Dialog:

SFX: tssss

GOLEM: You the real good nice home.

SFX: \*Lick\*

SFX: tssssss

Action:

Pup licks Golem

Timing:

Production :

# ADVENTURE TIME

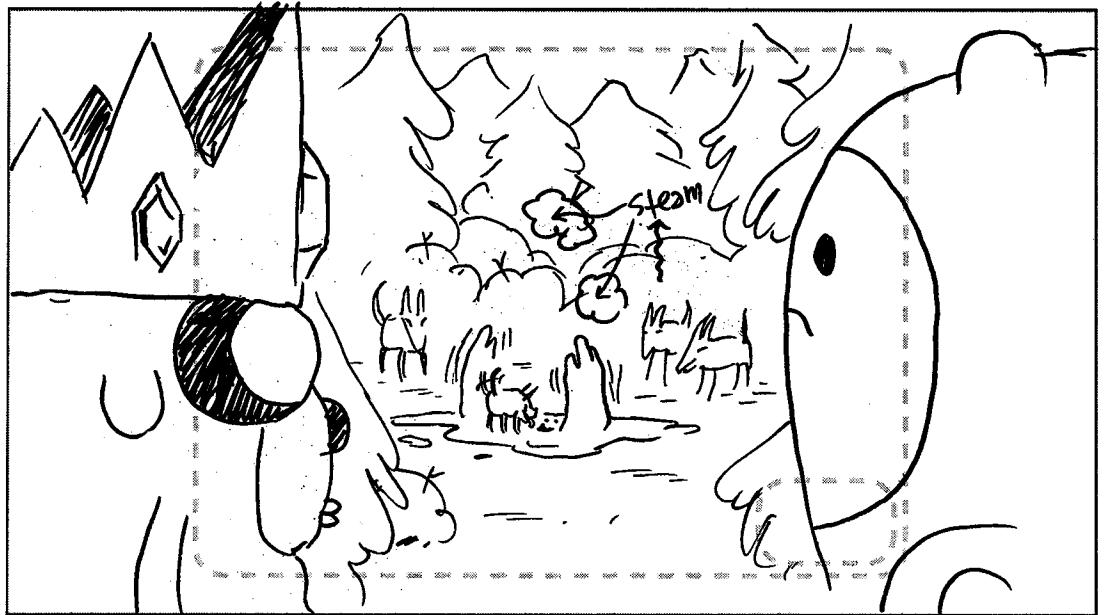


Sc. 151

Pnl. A

Bg.

day night

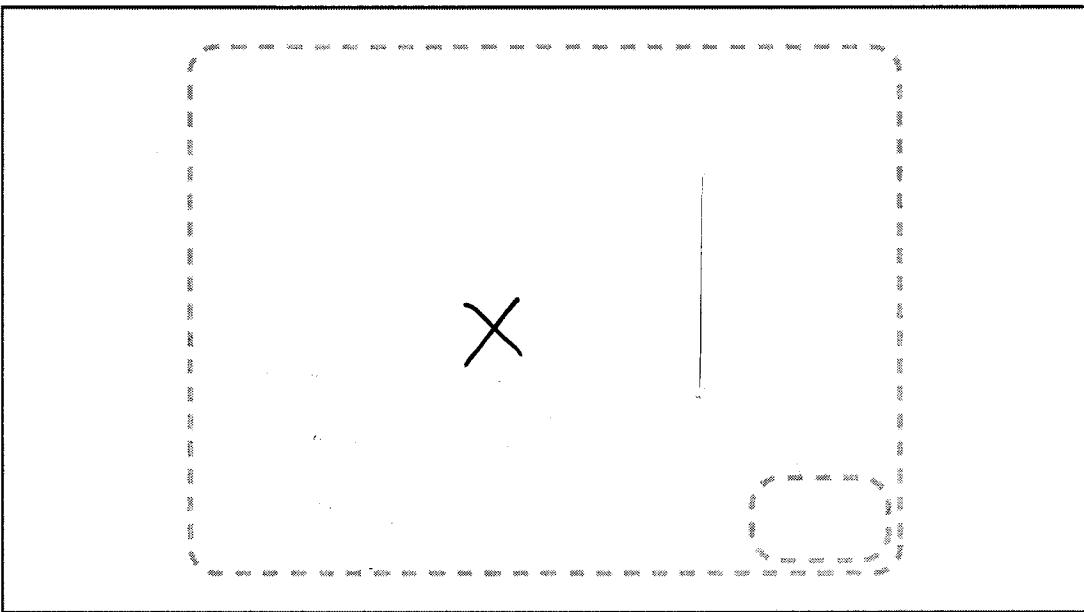


Sc.

Pnl.

Bg.

day night



Dialog:

(GOLEM:) HA HA HA HA HA HA  
(PUP:) YIP YIP YIP!

Action:

steam comes up off golem

Timing:

198

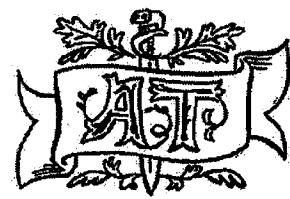
Production :

100863

218

Page

# ADVENTURE TIME



219

Page \_\_\_\_\_

Sc. 152

Pnl. A

Bg.

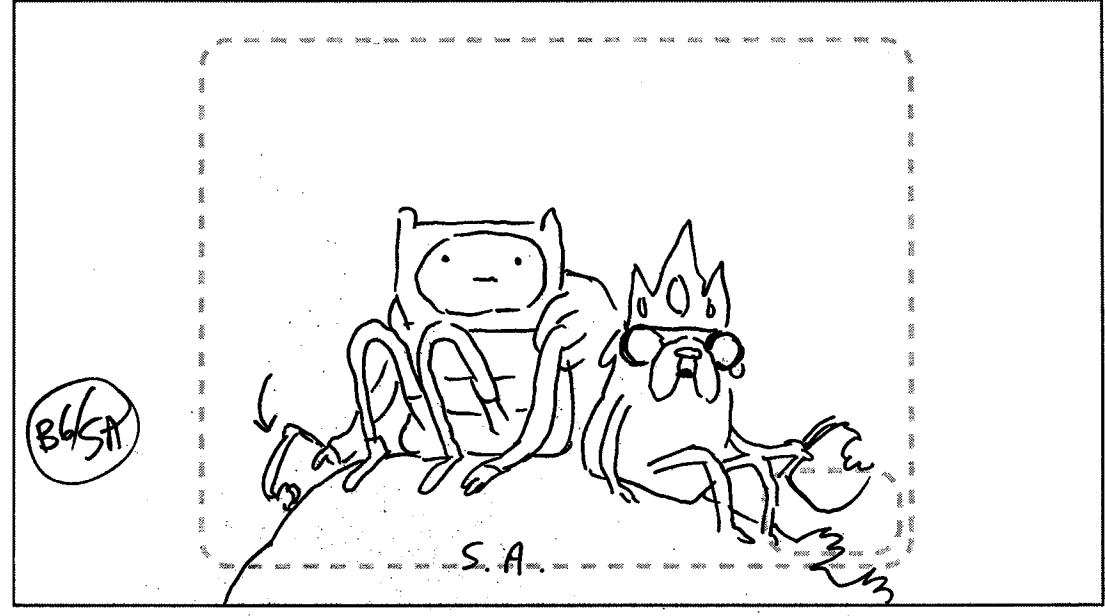
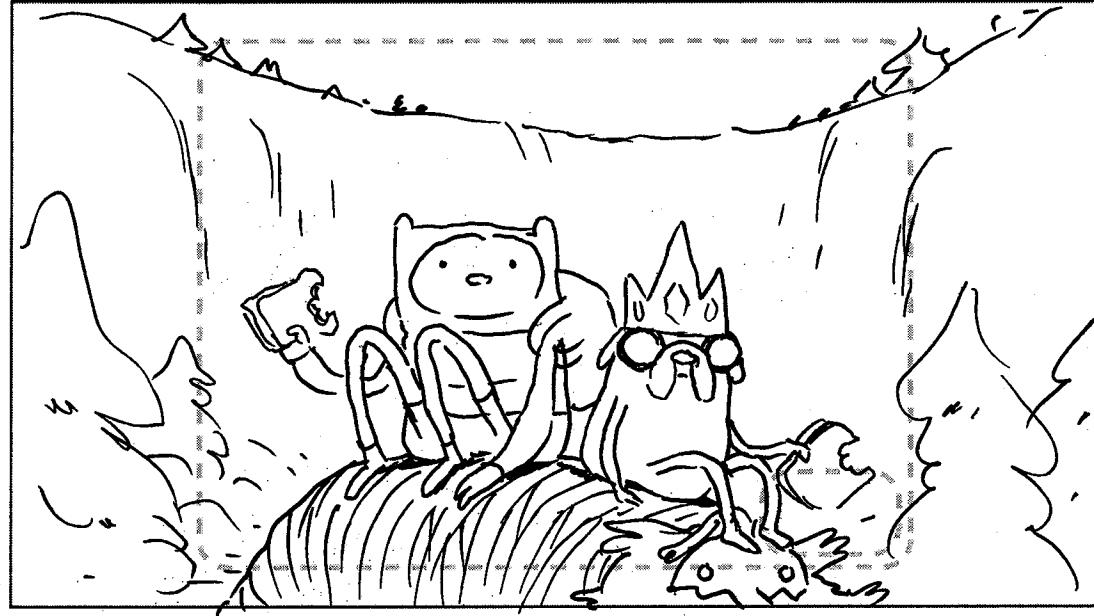
day night

Sc. 152

Pnl. B

Bg.

day night



Dialog:

(F:) Jake, do you think that  
puddle needs our help?

(J:) That's a snow golem, man...  
I think he's laughing.

Action:

Timing:

EPISODE #

Production :

199

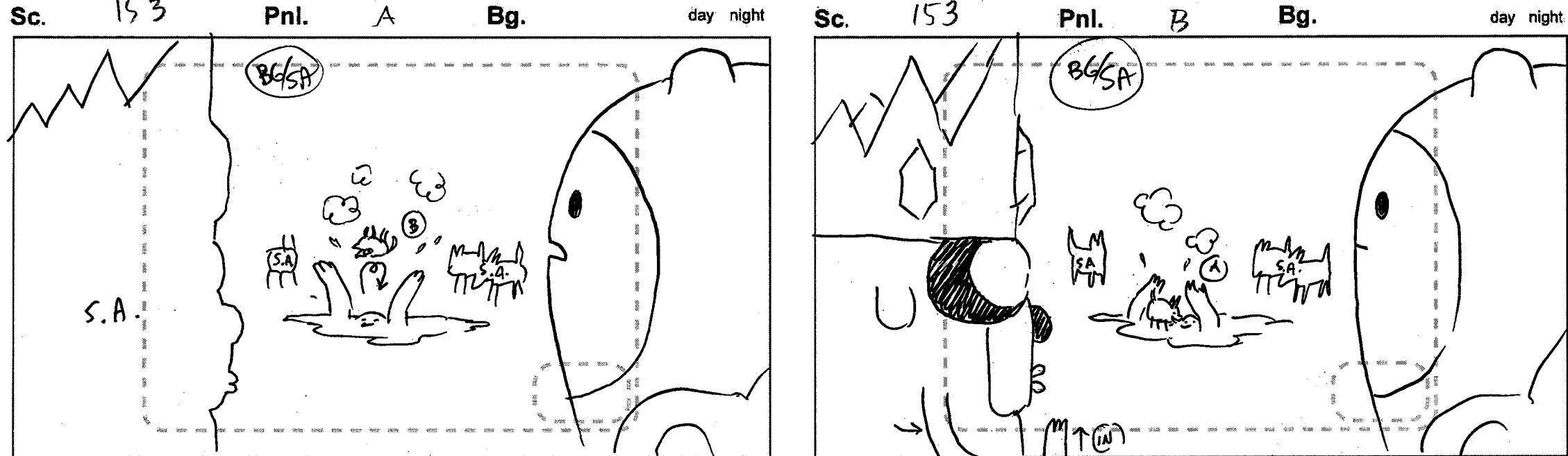
100863

# ADVENTURE TIME



220

Page \_\_\_\_\_



Dialog: (GOLEM): \* laughing \*

(FINN): Oh... I thought Snow Golems and Fire wolves hated each other.

Action:

Golem tosses pup  
in air.



Timing:

(GOLEM): \* laughing \*

(PUP): \* YIPPING \*

(JAKE): Oh yeah. Big time.

SFX: \* CLAP CLAP \*

(A) (B) (A) (B)  
Golem claps



100863

EPISODE #

199.5

Production :

# ADVENTURE TIME



221

Page \_\_\_\_\_

Sc.

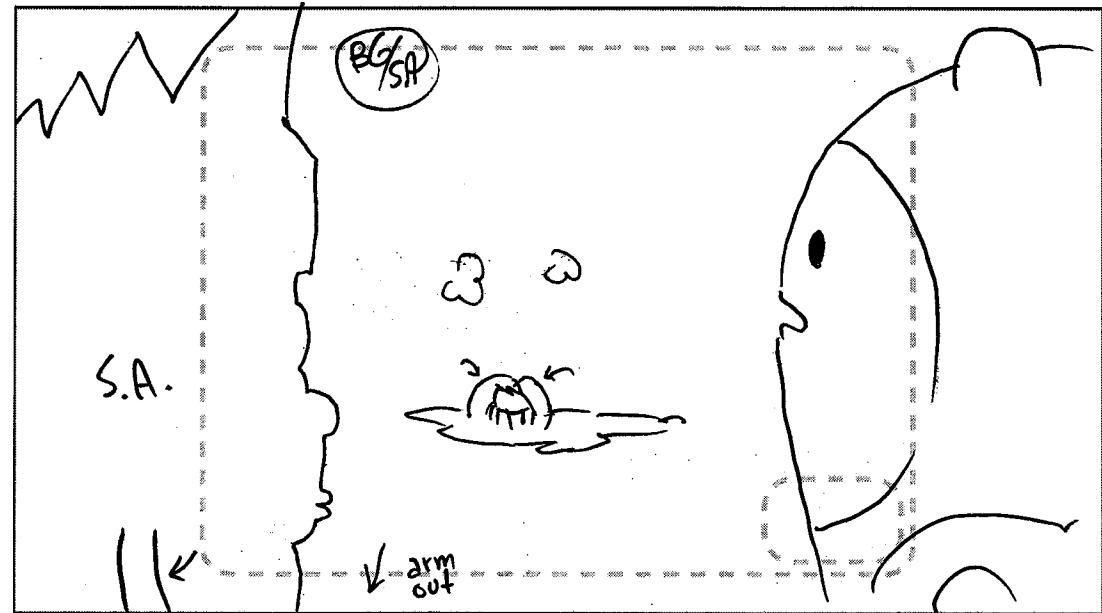
153

Pnl.

C

Bg.

day night



Sc.

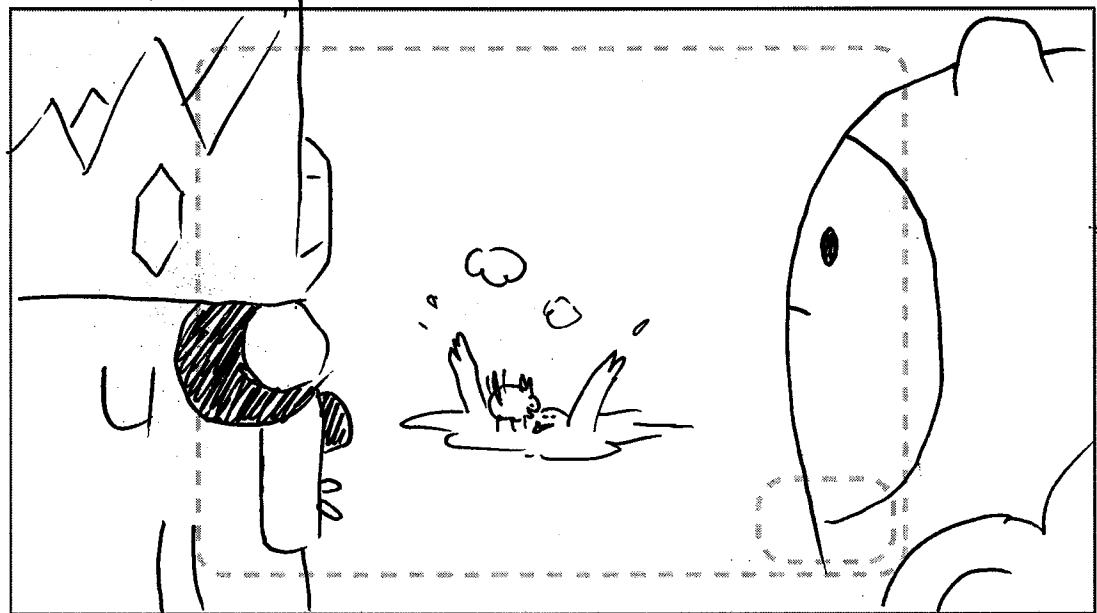
153

Pnl.

D

Bg.

day night



Dialog: (GOLEM - laughing)  
PUP - YIPPING)

FINN: but they learned to get along.

(GOLEM - laughing)  
PUP - YIPPING)

JAKE: Yup.

Action:

A B A B A B  
Golem rubs pup



Timing:

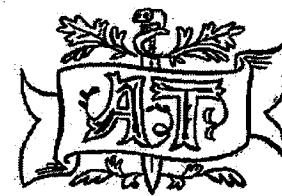
Production :

100863

EPISODE #

200

# ADVENTURE TIME



222

Page \_\_\_\_\_

Sc.

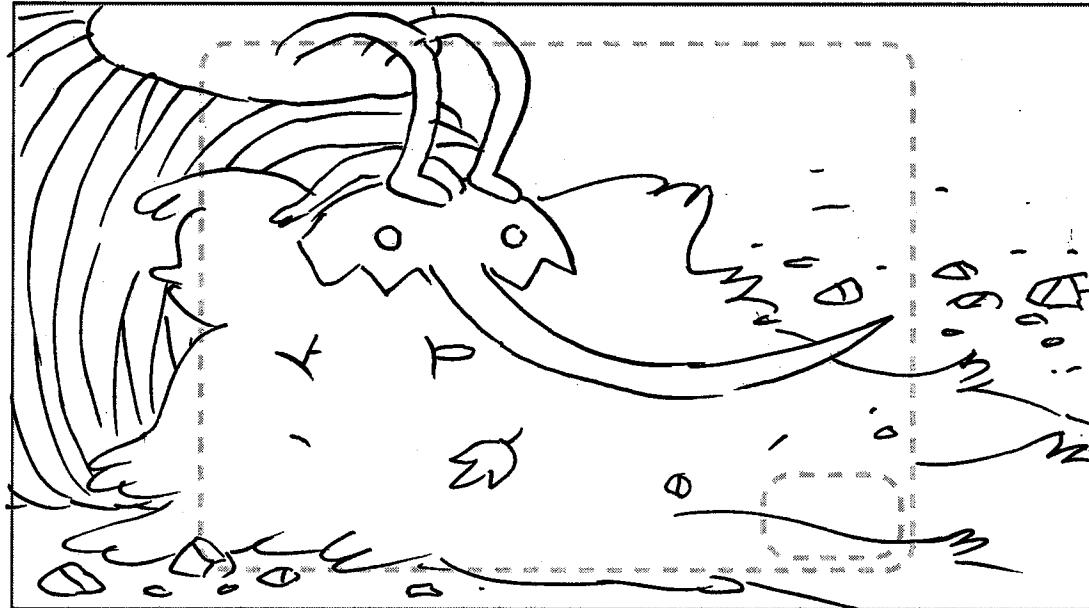
154

Pnl.

A

Bg.

day night



Sc.

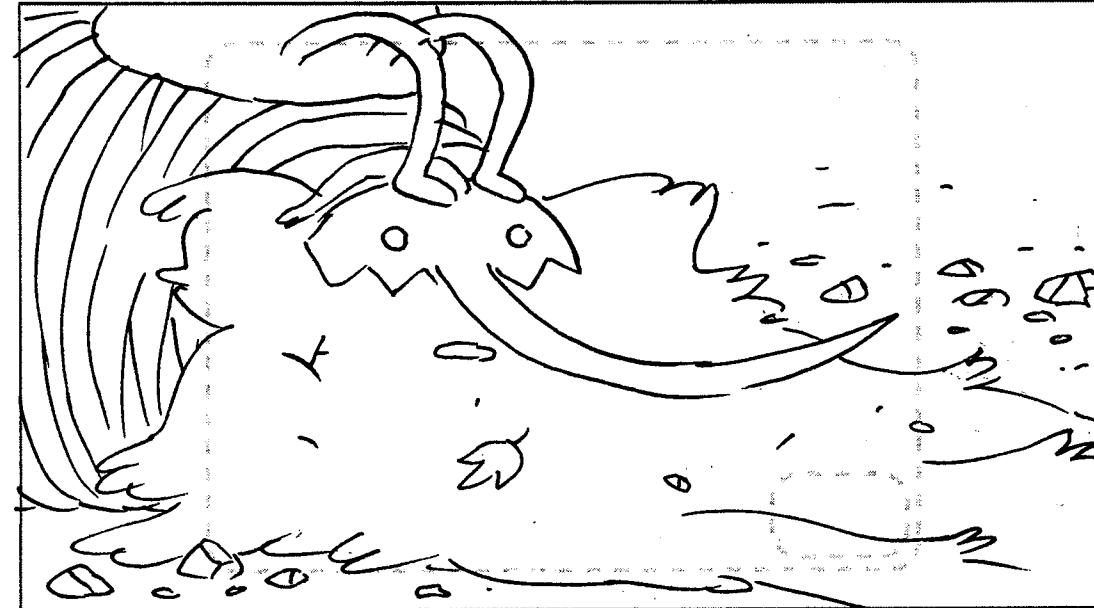
154

Pnl.

B

Bg.

day night



Dialog:

I.K. y'know....

I.K. Maybe we could all learn a thing or two from those sandwiches.

Action:

Timing:

100863

EPISODE #

201

Production :

# ADVENTURE TIME



223

Page \_\_\_\_\_

Sc.

155

Pnl. A

Bg.

day night

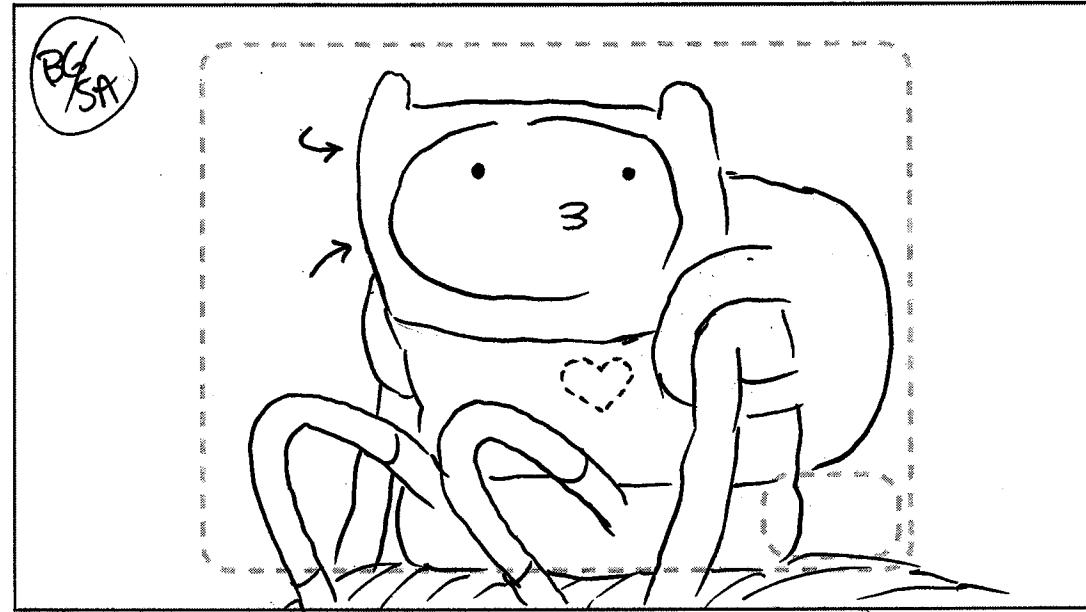
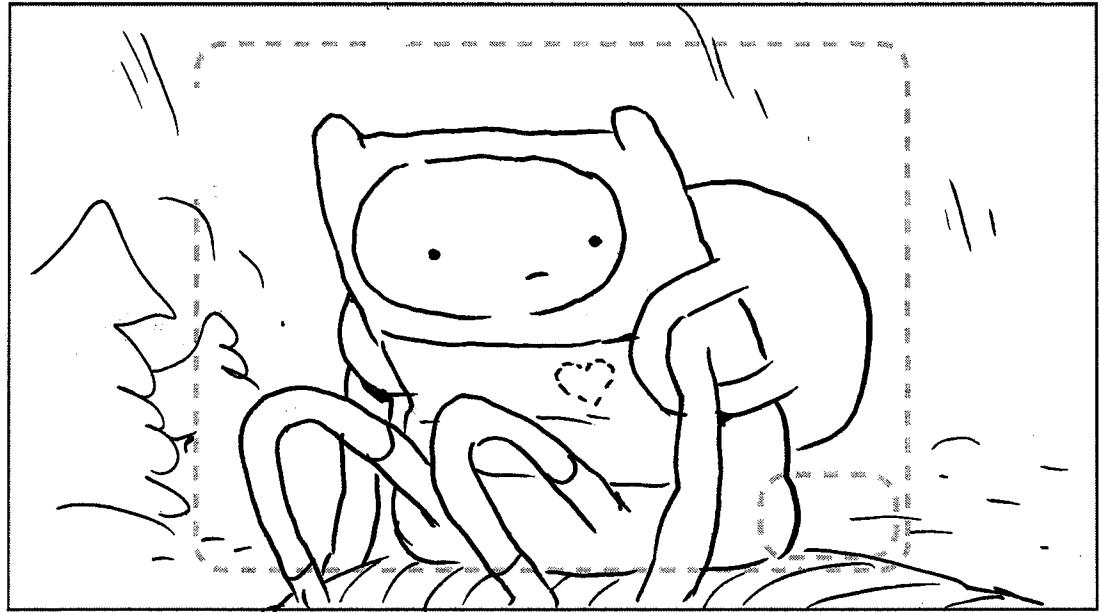
Sc.

155

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

100863

202

Production :

# ADVENTURE TIME



224

Page \_\_\_\_\_

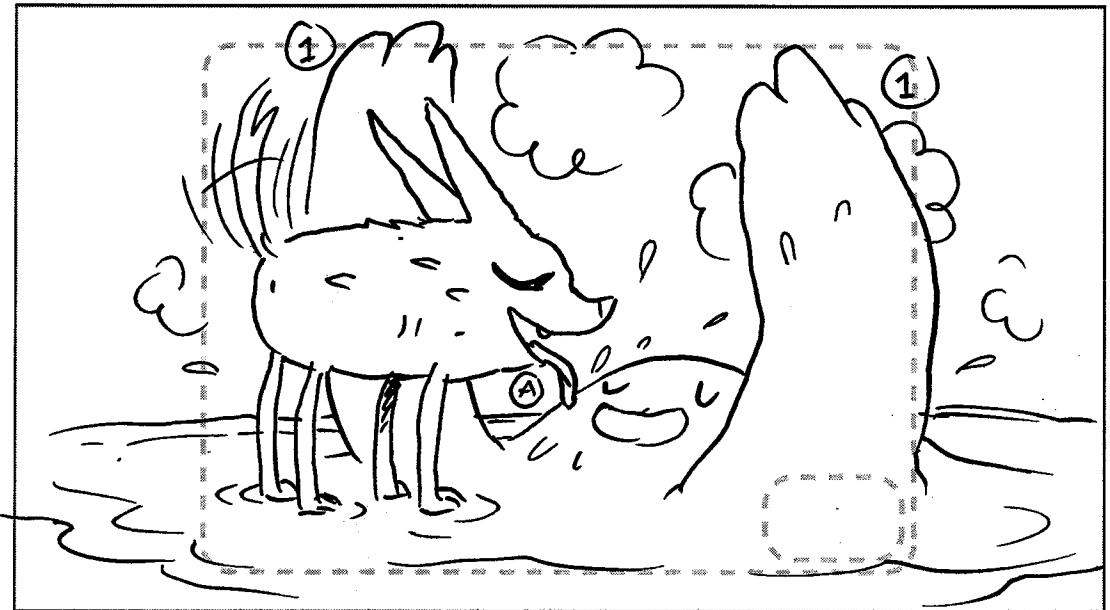
Sc.

156

Pnl. A

Bg.

day night



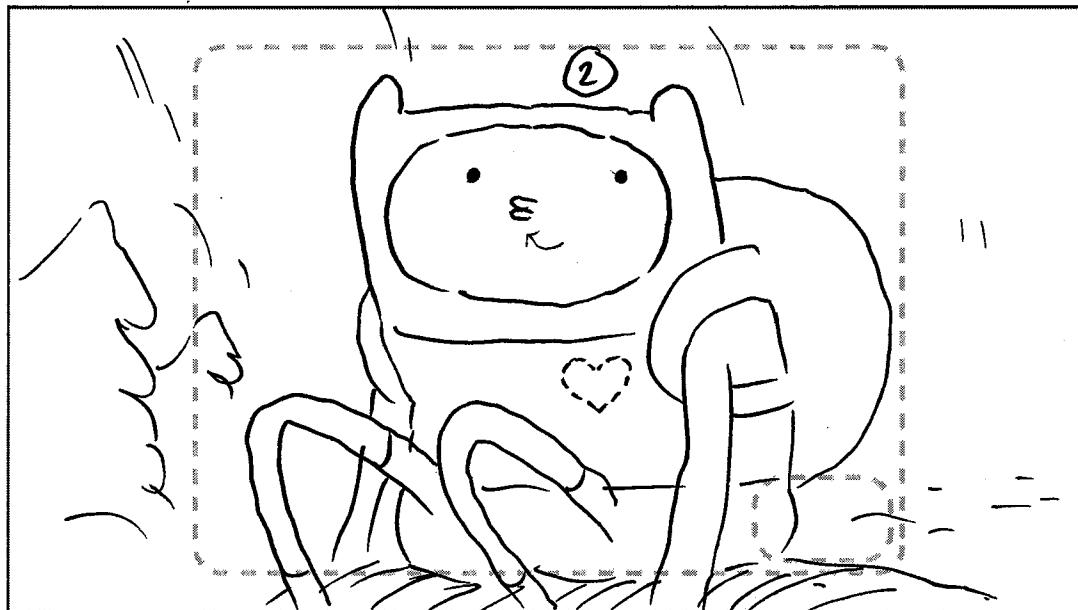
Sc.

157

Pnl. A

Bg.

day night



Dialog:

GOLEM: HA HA HA

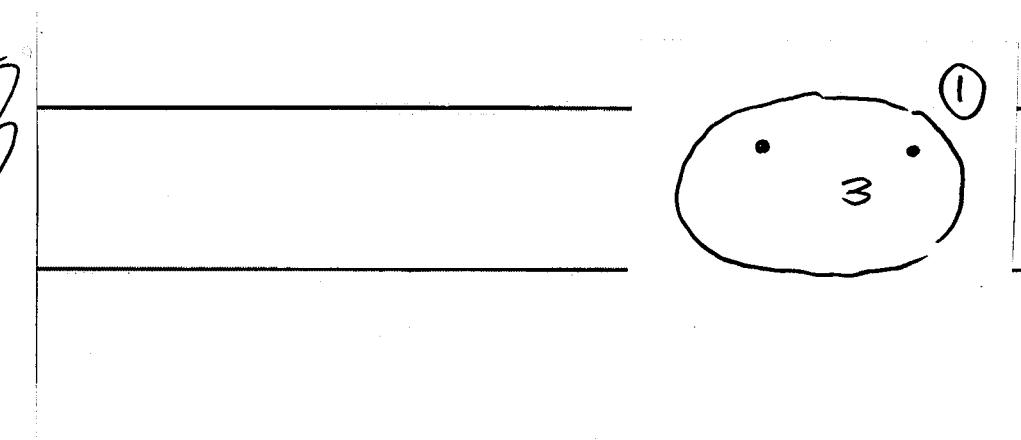
SFX: lick lick

Action:

- Pup licks  
A B A B A B

- Golem waves arms

Timing:



Production :

EPISODE #

100863

203

# ADVENTURE TIME



225

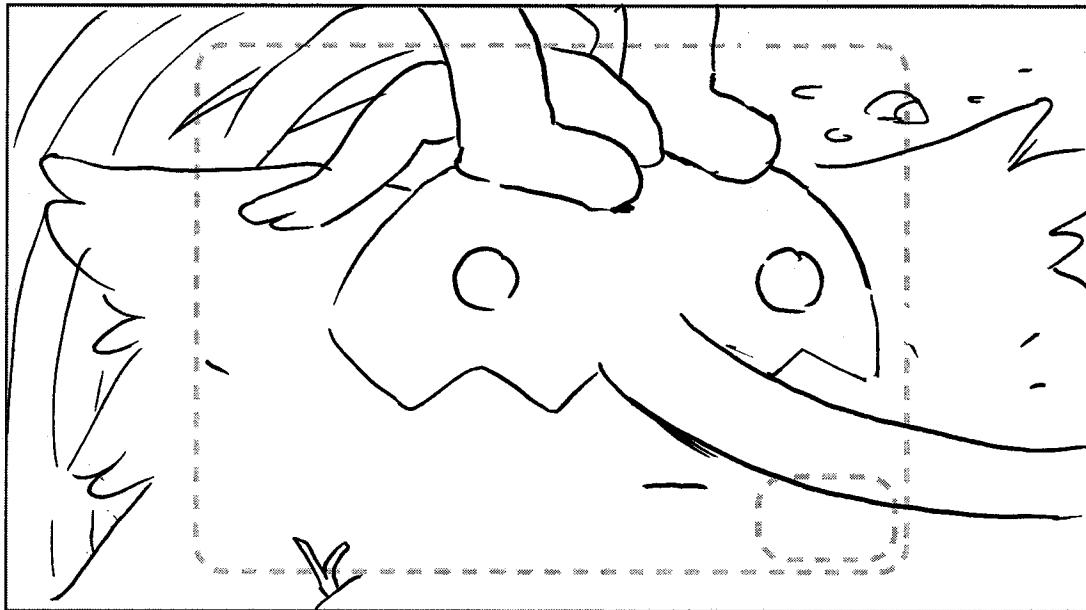
Page   

Sc. 158

Pnl. A

Bg.

day night

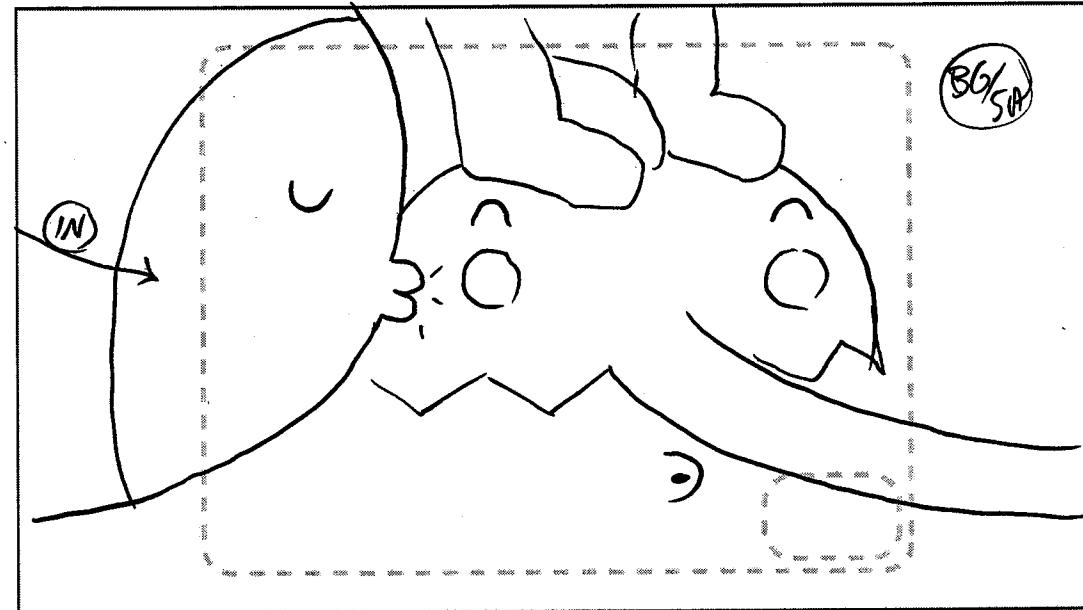


Sc. 158

Pnl. B

Bg.

day night



Dialog:

FINN: \*kiss\*

Action:

Finn kisses ice king's cheek

Timing:

EPISODE #

100863

204

Production :

# ADVENTURE TIME



226

Page \_\_\_\_\_

Sc.

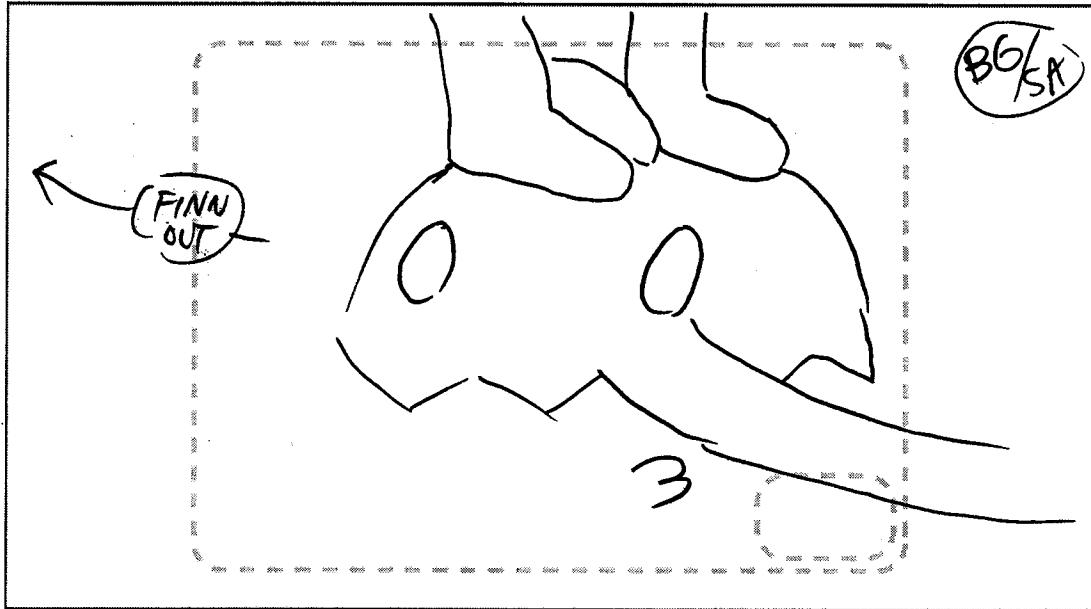
158

Pnl.

C

Bg.

day night



Sc.

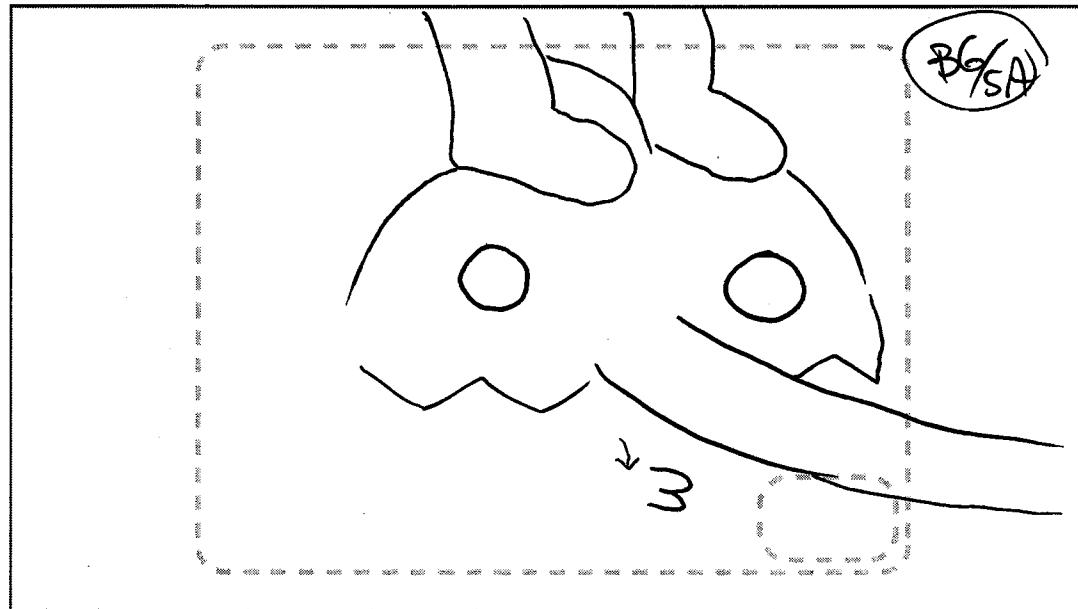
158

Pnl.

D

Bg.

day night



Dialog:

20e

Action: Ice King looks up at Finn

I.K. looks forward

Timing:

Production :

100863

# ADVENTURE TIME



227

Page 2

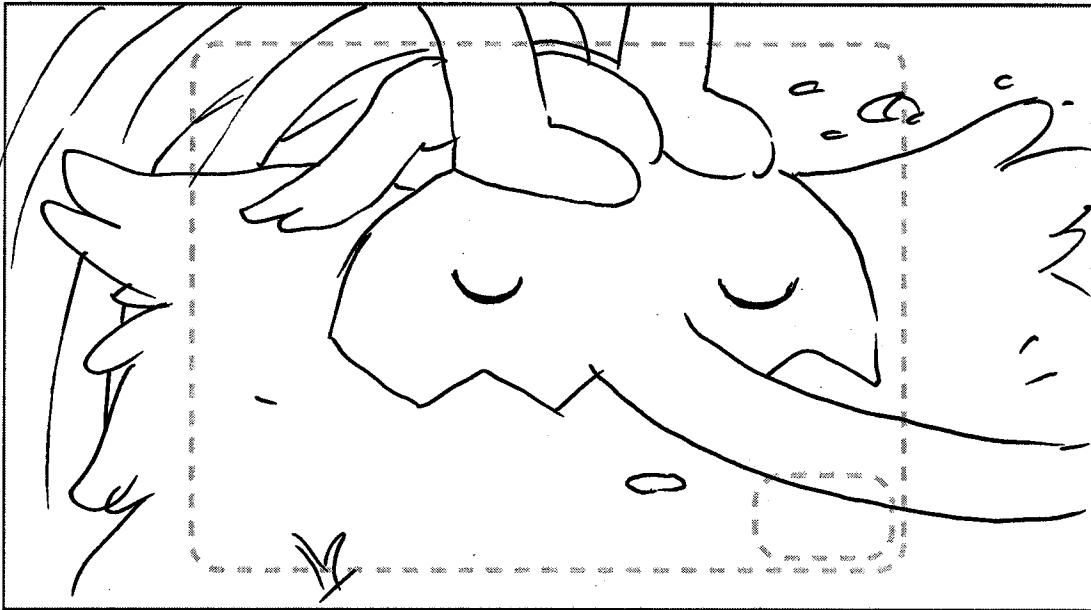
Sc.

158

Pnl. E

Bg.

day night

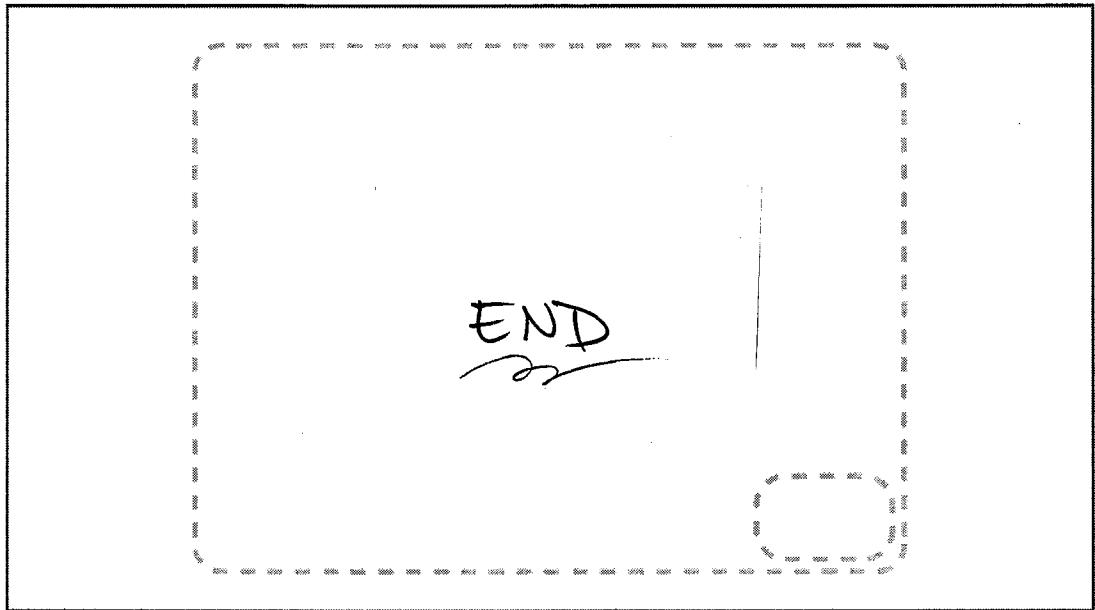


Sc.

Pnl.

Bg.

day night



100863

EPISODE #

206

Dialog:

ICE KING:

Thank you.

Action:

Timing:

Production :